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## SPECIALS

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The murky world of DTP is laid wide open, as CU reveals how your Amiga can rival many professional Desktop Publishing systems. From word processor to printed page, and on to four-colour film, it's all explained in this definitive lay-down.

### 56 COLOUR ME GOOD

24-bit colour is no longer a graphic artist's dream. Several developers, ACS, have unveiled their affordable Marquee Plus system and CU were there first to see it.



## REVIEWS

A quiet but solid month for Screen Games which boasts reviews of all the best new releases, including the likes of *Parson Stern*, *July Heat*, and *Leisure Suit Larry V*. If you want to cut the wheel from the chart, this is where to do it.

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But will you return to these dated operations? Make out our Rainbow Islands review on page 48.



64 Monkey comes to the Amiga in all its intermission glory. Check out Monkey Plus review on page 58.



Leave the looks of the trade to our comprehensive 64 Monkey review on page 58.



64 Monkey is going! Monkey Plus both with updates to see of their sampling packages. See page 137.



For under fifty pounds, there's a variety of software and hardware add-ons up for grabs. Turn to page 146.

## GAMES 41

and 8-bit trilogy in style with *Planet of the Apes*, and we write there to cover its arrival in our exclusive review. Is it a worthy follow-up to the classic *Rainbow Islands*? Meanwhile, the RPG trend is well-served after with the likes of EA's *The Black Crown* and Accolade's *Elina II* arriving in true style. In addition, other playable slices of fantasy include Gamrin's *Harlequin* with its many platform styles, and Uff! Soft's surprise conversion of the PC Engine hit, *Dynabuster*. But will it bomb?

## TECHNICAL 133

**GET FISCAL.** Are you beleaguered by numbers? Are your accounts represented by a pile of receipts under your second disk drive? If so, this could be your lucky day...

**137 SAMPLE YOUR WARES** Microdeal weigh in with two updates of popular sampling packages. Are AMIG! II and Stereo Master two sound packages that are going for a song?

**138 RUN VI** Following our revealing insight into your Amiga's video capabilities, Graham Cohen went to see yet another breakthrough in the available technology.

**136 BITS'N'BOSS** A new round-up of all those little widgets and utilities that will make using your Amiga so much easier. So, whether your mouse needs replacing or your monitor clearing up, this is the computer equivalent of a Graham catalogue - minus the floppy model.

## 143 SOME DAY MY PRINTS WILL

**COME** Connecting your printer to the Amiga is a major stumbling block and one that frustrates Commodore's technical helpline with 'please help' calls. Maj Brownfield guides you through the minefield of DIP switches and printer drivers.

## COMPETITION

There's a competition entry in this month's issue, with **two CDUTs** up for grabs on page 12 and twenty-five copies of *Take 2*, the excellent new animation package from *Panorama* on page 17. And finally, turn to page 31 to win a copy of *ProPage 3*, the much-awaited DTP package.

## COVERDISKS



Gamrin's Screenstar-awarded platform extravaganza, *Harlequin*, hits our disk in the form of a 15-minute playable demo, and is supported by two stages from *Thalman's* *Bandolier*. In addition, there's the brilliant *Print Master* utility which will make your text and graphics printing easier, and *Stellar* for the creation of attractive slideshows. Finally, to avoid any hassle when scanning your disks, there's *Popcorn* which does it at the press of a button.

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# BUZZ

First 24-bit Amiga  
game on the way...  
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CU at the  
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Show...  
AMG want you to  
sample their  
wares...  
New graphics  
tablet from Cherry  
James Pond III  
makes a splash...  
Leander makes a  
comeback.

## BACK TO BED

A flatbed digitizing graphics tablet is a good idea if you are heavily involved in graphics. Display IV from Cherry is a high resolution A3 flatbed graphics tablet just released to meet the precision requirements of Computer Aided Design, Computer Aided Engineering and Desk-Top Publishing.

Plugging into the Amiga's serial port, the board — complete with stylus and puck — will take the place of your mouse, removing any worries about software incompatibility. Its resolution of .2mm is more than enough for tracing images into DPaint. The Cherry tablet is available now from Tekdata on 0208 5776077.



## THIS BEAT IS...

One of the best things about owning an Amiga is the amazing pulse code modulation sound system. This enables near CD-quality samples to be stored and played from your Amiga. Of course, this ability is only useful if you have great samples to play. AMG are a company which produces CDs of nicely-sorted samples of sound for you to sample at home. Their latest release is the Pascal Gabriel Music Sampler disc.

The disc is packed with 12 minutes worth of sounds, and amongst the 1000+ samples of orchestral movements, guitars, synths, drums and noises, are 150,000 samples. These use Philips-developed technology to give stereo samples an extra dimension. These 3-dimensional samples appear to be directional and, best of all, they need no additional equipment. Pascal Gabriel has worked with Sire's the Buoys, S'Demore and New Order. Samples from the disc are also being used by The Pet Shop-Boys and Technomatic.

The disc is priced £49 and AMG can be called on 0738 80300.

## CU AT THE SHOW...

May the 28th to the 31st sees the Spring Computer Shopper Show coming to Olympia. Created by the joint forces of EMAP (the company behind CU) and Bloemheim, the show covers the Gallery level of Olympia's National Hall. As well as the many Amiga-related companies there, the sponsors are claiming that the "greatest selection of Amiga products ever will be present under one roof". And initially every new product will be available along with several 'in-the-world' utilities and packages.

One of the key parts of the show will be an EMAP-run Amiga Clinic, where help and advice will be given regarding all aspects of the Amiga by those in the know. We expect to see you there between the 28th and 31st.

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# BUZZ

## ESP OR WHAT?

In a weird Twilight Zone-style experience, after wrapping up this month's forward-looking piece on 24-bit graphics, we received some info news from Centaur Software, California.

Centaur are planning to distribute a 24-bit card, the *SuperVision* for release in May. The *SuperVision*'s hardware, available in both internal and external versions, will provide broadcast-quality 24-bit colour subconfigured to PAL or NTSC standards. The units will include a 256-level alpha channel protocol and a framegrabber and will be compatible with VGA or V-90S formats.

The really weird thing is that, apart from the obligatory paint package, they will be including the world's first 24-bit Amiga game, *King of Kombat*—speaky, eh?

## CAMPAIGN FOR REAL TIME

In the pipeline at Solid State Labs are a 24-bit graphics card and an '040 combo board. The graphics board, which SSL have been working on for some time now, will have some kind of real-time animation capability. At present, only a limited amount of frames can be displayed using buffering techniques and by chaining framebuffers together (an expensive business). The key to reducing imaging times on the SSL board may lie down to custom chipper.

The '040 board, tentatively named The Big 407, is in the prototype stage at the moment. Realtime will include a fast SCSI connector on the 42080 version. Cool is likely to be held down. The key to it is a lot of time spent on design. Rather than rush something out just for the sake of being first, we aim to reduce production costs. This saving can then be passed on to the customer", explained SSL's Mark Torrey.

## PACKING 'EM IN

Over a year after the last release of *PowerPacker Professional* (version 4.0), although not substantially faster over the original 3.0 version (previous versions were shareware) it has been tidied up nicely for *Wordbench 2* and now includes full Amx support which could conceivably be quite useful.



## RUMOURMILL

The next Amiga release will have sixteen-bit sound support. The Amiga currently uses 8-bit samples, which, while not bad, are unlikely to upset CD manufacturers. A sixteen-bit sample with a 44kHz sample rate would put the Amiga on the same par as even the best CD players. The evidence behind this rumour is that some sampler software companies have started releasing 16-bit compatible programs—which can be as far as possible out to the present day Amiga.

Also on the cards for the next Amiga release will be an enhanced RAM mode. Using twelve kilobytes instead of six, it will allow a much greater colour resolution without the fringing. Theoretically, this will mean VGA-style colour resolution (256 colours from a palette of 16 million) and no nasty colour fringing. This leaves the way open for a new HAM mode with the same software bits played on this resolution, a sort of HAM sandwich if you like. It gives even greater colour resolution.

Of course, all of these developments are going to mean an ever slower operating system. Perhaps Commodore may take a gamble and go for RISC. Motorola have come as far as they can with the 68040, so Amiga technology will come to a dead end unless they make the jump to a more modern technology. Not feasible for a replacement processor is Motorola's MC88100 RISC processor. This RISC (Reduced Instruction Set Computer) has 32-bit architecture and performs each of its 51 instructions in one clock cycle—the speed to succeed.

## CODE COSMETICS

On the shelves when you read this will be Microsoft's *Dropout 3*. The *Dropout* series has been leading the way for some time now as this release is really just to confirm its dominant position. Version 3.0 has been given a facelift for the benefit of *Wordbench 2* and will also be easier to use thanks to new reporters and a more developed modular approach.

## ROM SWAP

People buying ROM changers for their *Wordbench 2* machines may be disappointed to find that not all software will still work. Illegal copies and more some fairly legal coding may access some of the ROM chips directly. Since Japan, Agave and Centaur have all changed with the November 2 release some of this software may not work. So, it's all best to check in advance—even with a ROM changer.

## TIGER, TIGER, BURNING BRIGHT....

Amigas are set to update an old 8-bit classic. Before it the Tiger is the Amiga support to their popular multi-event beat 'em up, the way of the Tiger (aka *TIGERIT*), and even again, the player on a fighting beat who must participate in a number of events. The original Tiger game was done from the conventional video slot style, with the player going through pits, palm and sword to 53 their opponent. However, *Amiga*, the basic support for *TIGERIT*, isn't an arcade/shootout player it is a beat 'em up. When *Amiga* have more money, you'll be the first to know.

Also on the *Amiga* front, rumors run on that, following their *Plan 4 From Outer Space* adventures, a second drive movie could be in the air. However, although no-one at *Amiga* would confirm this, apparently, there are a number of other things that they are looking at, including the *Gremlins* from The Movie Company and King Kong. Not as of yet there's nothing concrete. Finally, one definite piece of news is that *Amiga* (and just *Amiga*) have been set to follow the *Amiga* in the series. *Amiga* (and will be based on the original price), with maybe and countless details about the film. As expected, it will utilize the forced perspective of the first two games, and is predicted to be a 2000 release.



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# BUZZ

## TOP JOURNALIST JOINS CU

After months of head hunting and weeks of interviews, CU are pleased to announce the arrival of our new technical editor, Nick Welch. The former editor of Amiga Computing, joined his way up the ladder from staff writer in just seven months. After leaving Surrey University, on an engineering degree, Nick worked as a project programmer in Ireland where he created a huge data base for controlling applications for grants. He was also a consultant for the BBC World Service editing Focus On Africa. First hearing of the Amiga whilst at University, Nick remembers furling down to London just to leave safe states on shop windows. "It was amazing, I couldn't believe the power." He says "I realised one of how I felt when I first purchased a Ti 2080. I used to think that little computer could rule the universe. I would construct my own IBM packs and gadgets from old television parts. Techno people are basically mad, always wanting more power and never satisfied with what

they've got. I don't regard myself as a techie genius, just a well informed enthusiast, and that's what I think CU's readers are about. They want to know how to get the best from their machine, how

computer works and ways they can improve it, even if it's just to play better games! That's where I'll come in." But there must be a down side for all this enthusiasm. "Yes," says Nick, "people pointing at me at parties!"

## ANIMATE THE EASY WAY

Want to get into animation, but can't draw? The Animation Workshop's range of animated brushes could be the answer for anyone wanting to step into the shoes of Tobias Fuchs. The concept is nothing new, with RSB Studios, and their Pearl Clinger series, providing ready-to-use brushes and clip art for a while.

The difference between The Animation Workshop's package and their Clinger offerings are that AAW has concentrated on the more 'main' world, where planes, cars and spaceships rule over jets, jets, cars, animals and humans. Also at the cost of just £5.99 per set, RSB Studios should be on their guard.

The animobrushes are the 30 brushes that happily load into Paint 800V and other similar packages. The brushes have been rendered in a 3D modelling package and then saved as GIF format files. The first set available features the F-15 Fighter Plane in a variety of strategic poses and performing the standard acrobatic manoeuvres.

By the time you read this you will also be able to get brushes for the Lotus sports car and the Thunderbolt range of spaceships. Although the brushes are copyrighted to AAW, users can distribute their work containing the brushes if they acknowledge the source of the brushes as AAW. The package contains one disk containing with various items, full documentation, still backgrounds and sample frames.

Further information on The Animation Workshop and their products is available from Goldstar Computers, the exclusive distributors, on 0445 665025.



## ACCLAIM! AS CU BAILS OUT CAP'N BOB!

With the unexpected collapse of Mirrosoft, we were left rather in the lurch regarding prices for the Mirrosoft/CU CDVY Worksheet competition. However, even though



Mirrosoft are no more, we are ensuring that no-one will come away short-changed. First of all, any of you who want a free game will be receiving your games from Acclaim who snapped up what was left of Mirrosoft. However, it, due to unfortunate copyright problems, your original choice isn't possible, then alternatives will be made to you. The games are currently being sorted, but please refrain from contacting the CU Amiga offices regarding prize delivery. In addition, Acclaim cannot start releasing the Amiga titles until a few weeks after you will be reading this, so please allow for a slightly longer wait.

As for anyone who sent a cheque for a discounted game, rest assured your cheque has been received by the CU offices and have consequently been

destroyed. In addition, all postal orders are being returned. However, rather than have you missing out totally, Mirrosoftian giants, Doreen, have stepped in with a package of games which you can buy at reduced prices. Doreen are offering the potential arrival of Hudson Hawk and R2, along with the shoot 'em up action of Terminator II and Smash TV, and the parody of The Simpsons and Wild Wheels, and these are available to you at the reduced price of £12.99 each. Acclaim will be offering further discounts at a later date. Don't worry about your lack of scratchcard for the Doreen titles, though, just send a cheque made payable to DOREEN SOFTWARE, and address it to:

DOREEN/CU AMIGA DISCOUNT GAMES, 8 CENTRAL STREET, MANCHESTER, M2 1WS

Again, please don't ring the CU offices regarding any problems. The winners of the CDVYs have been contacted, but owing to the inconvenience caused, we have dug into our pockets and come up with ten more CDVYs the winners of which have been selected from the thousands of cheques we have received. The names of these lucky winners will be printed in the next issue, so stay tuned for more details. We apologise for any inconvenience or worry that this affair has caused, but many thanks go to both Acclaim and Doreen for stepping in to help us speedily.

AN INTERACTIVE GAME BILL



WIN CDVYs

WIN CDVYs

WIN CDVYs

WIN CDVYs

WIN CDVYs

WIN CDVYs

WIN CDVYs

WIN CDVYs

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WIN CDVYs

WIN CDVYs





## POND LIFE

Fans of Millennium's aquatic agent, James Pond, will be gilled to take to learn that the Cambridge-based company are currently preparing the third game in the series. Running under the title, *Astute Gent: Pond Goes To The Moon*, Pond III will use the platform-style gameplay of the often-successful second game, but Millennium are staying tight-lipped regarding the spy's new abilities: "let's just say that the Fish Scientists have been very busy", said Millennium's lead developer euphemistically. Apparently, the evil Doctor Myles is planning to monopolize on the Chinese market and has gone to the moon to stock up, and James must take the first rocket to thwart his plans. Chris Bennett is once again handling the coding duties, and his long-term partner, Steve Bax, is also busy on a Pond-related game. Bax's game, *James Pond's Underwater Olympics*, is a collection of weird sub-aqua sports, such as belly-flopping, high-diving and the like. Neither game is very advanced at the moment, but are expected to slot into an August/September release date. We'll be fishing about for more news as these two games could be massive - we can fill in our water...



## LEANDER OF THE PACK

Liverpool-based Pygmalion are set to release a sequel to their popular oriental platformer, *Leander*. Reusing the same sprits as in the first game, *Leander II* will be a larger game, using the same puzzle and platform style found in the original. Any niggles spotted in the first game will be needed out, and there's a possibility of adding even deeper puzzle elements. The game is only just off the drawing board, but we imagine that *Leander II* will hit your screens in time for next Christmas.

## FILM '92

Continuing their busy release schedule, Core Design are joining forces with Heimdal creators, Jim Day, to produce a sprawling platform game set in a film studio. Core's Jeremy Smith describes the game as "a platform game in the style of *Prince Of Persia*, but with more adult cartoon graphics and all the pits, puzzles and platforms that you can handle." Jim O'Donnell and partner, Ged Kearney, have been working on the idea since Heimdal was completed and are currently piecing together the game's levels. "The scenario is of about a kid who gets lost in a film set situation," continues Smith. "The game's central character falls off a four foot and is lost in the massive building. As he moves around, he wanders into assorted sets, which will be based on, say, Bogart's movies or a sci-fi epic." Other ideas being tossed between Jim Day and the Derby-based publisher include the ability to walk behind sets to see the film's boards laid up to shoot. "The potential for such ideas is massive," Smith enthuses. It's very early days for the so-far-unnamed project, but following this it is believed that the eagerly-awaited Heimdal sequel will be started. Expect an in *Den* very soon.



## THE TOMATO GAME

Coming up with a follow-up to those insatiable Lemmings is no easy task, so Pygmalion have bypassed humanoid creatures in favour of fruit (we may be wet wigs) - hence *The Tomato Game*. Starring a prime squishy Tom, the player must guide the little red fruit across a series of danger-filled levels. Contact with absolutely anything reduces the little fellow to ketchup immediately, and with only a few lives in his reaching the end of the game isn't gonna be easy. There's very little else to say about this odd little number at present as the game is in a very early stage of development, but expect more news soon.



## BY HOOK OR CROOK

With Spielberg's update of Peter Pan putting less focus on roots than expected in the States, Disney's game is starting to resemble a Monkey Island-style affair. Written in-house at Disney's Manchester offices, from what we can see, *Hook* is an object-related adventure, with the player wandering from screen to screen in search of Peter's kidnapped kids. With the film boasting a cast list containing the likes of Dustin Hoffman, Robin Williams, Julia Roberts and Bob Hopkins, expectations for the game are obviously running high. A release date has yet to be given, but expect it to be in with the film's April/May release date.



## SCREEN SCENE

Looking rather similar to filmcity's first entry into the RPG genre, *Deutsche Of Ardenia*, before *Legends Of The Pastures* is a massive adventure containing all the usual ingredients. As you and your party battle their way through the game's demonic kingdoms, countless Elves, Orcs, and other RPG-associated elements stumble in your path. Using a simple icon system, the game is set across over 40,000 screens, with four views of each. Along the way, a number of extra quests will be added to further your rewards. *Deutsche* scheduled for a May release, so stay tuned.



## 8-BALL POOL

In between spoils on the forthcoming *Crocker* at Archer Madsen is currently working on *8-Ball Pool*, an adaptation of his existing *Crocker* code. All of Jimmy White's *Crocker* options will be retained, but the basic game formula will change to incorporate fifteen-ball games and the ability to play with striped, numbered or coloured balls. According to Archer, one of the hardest problems is getting to striped balls to open and turn realistically, and this is necessitating a great deal of numeric data during the coding. Stripy balls permitting, *Eight* should have the game ready for an April release.

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PHOENIX

RAM expansions made for the older A500 will not work with the new A500 Plus if they are populated to more than 512K. Phoenix have developed a range of RAM expansion units specifically for the new A500 Plus.

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# TAKE 2

ACTION



MR. ROMBO



- Take 2 is compatible with any Amiga.
- Supports 2, 4, 8, 16, 32 and 128 colour modes.
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- Uses traditional animators' Dope sheet layout.
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- Add "Walk-Around" or The "Complete Colour Solution" to digitise your drawings or images directly from within Take 2. This will allow you to draw with a pencil, far easier than a mouse.

## APPLICATIONS

- Traditional animation.
- Storyboards.
- Product presentations.
- Home line tester.
- Cartoon Productions, both visual and sound.

Take 2 is a must for computer artists and enthusiasts of any age. It will cater for both amateur and professional applications. So get the most out of your computer and open up your imagination to Take 2.

## CONTENTS

- Comprehensive and easy to follow manual.
- Disk.
- Sample sounds and animations.
- Animators Peg Bar (to hold your paper into position while drawing or digitising).
- Example line drawn animations for you to get started with.

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2 | 16:00:00:000



3 | 16:00:00:000



4 | 16:00:00:000



5 | 16:00:00:000

These images have been drawn with a pencil, digitised then coloured using the Paint 8.





# take 20

Yes, 20 copies of Rombo's superb animation package, **Take 2**, are up for grabs...



**T**here's twenty times the value in this great CU Amiga competition - twenty lucky winners will each win a copy of **Take 2!**

Each fabulous copy of this computer art package is worth £99.95, so there's no doubting the value of this prize...

This self-contained video sequencer works brilliantly with **Vidi Amiga** grabs and gives you complete control over testing and polishing your presentations - and it now boasts the following improvements:

- It both loads and saves anims
- Has a screen player to cater for run-time demos
- A re-written manual with new tutorial section and icon illustrations
- New, improved install procedure to comply with new Commodore standards
- The 'Mr Rombo' line-drawn animation, shown here, has now been saved to disk and forms part of a new tutorial.

All you have to do is to answer the following questions, and you'll find all the answers you need on this page and in last month's CU review on pages 127 and 128.

- 1** Which option is needed to see real-time full-screen animation?

Is it: A) Flipper, B) Vidi, or C) Flip-IT?

- 2** What caters for run-time demos?

Is it: A) Line tester, B) Screen Player, or C) Mr Rombo?

Answers on a postcard marked **Take 2** competition to CU Amiga, Priory Court, 50-52 Farringdon Lane, London EC4R 3AU. Competition closes 26th March.

Not open to employees of BAPF Images or their relatives, or to employees of Rombo or their relatives. The Editor's decision is final. No correspondence will be entered into.

Welcome to CU coverdisks 28 and 29, absolutely jam-packed with all kinds of hot utilities and fully-playable demos of the hottest games around.

28 29

# COVERDISKS

twentyeight twenty-nine

## ON YOUR DISKS

Once again, CU has two value-packed disks awaiting your attention. The first of these contains fully-playable demos of Gremlin's *Harlequin* platform romp and *Thalamus' Borobudur*. Our second disk offers three great utilities designed to make your life easier and save you time, plus a strategy game and our Tune and Picture of the Month winners.

## DISK 28

### HARLEQUIN

Gremlin's check-mated down into CU's coverdisk, with an exclusive level taken from the Screenstar-awarded platformer. The *Harlequin* has returned from a long journey, only to find his home world desolate with a broken heart. With its resilience lowered, countless evil creatures have sealed off the town's many chambers and sections, leaving deadly guard patrols to keep the unwanted intruders at bay. Thus, grabbing your joystick, it is up to you to guide our hero as he runs, jumps, and fire-breaths in his attempt to find the level's exit. In addition, by using the Jack-in-The-Boxes which are placed in key locations within the level, further additions, such as protective fireworks, or the ability to transform into a fish -- will allow you to overcome the many traps and areas that the invaders have sealed off.

The key to completing a level is by triggering a number of switches. These will then open up new areas or create platforms to bridge previously inaccessible areas of the eight-way-scrolling play area. Our demo features the clock tower level, and your aim is to find the exit which could be anywhere in the sprawling area. This level is particularly choc-a-bloc with energy-sapping creatures who are out to stop your plans of liberation, but a quick blast with your heart-shaped weapon or a pressing engagement with your freshly-collected Space Hopper will put paid to their game. For more info, check out our *Harlequin* review later in the issue.

### BOROBUDUR

After a few months of inactivity, *Thalamus* have bounced back with the vibrantly-titled *Borobudur*, a multi-stage epic with platform and driving sections. Our demo will give you a playable taste of what to expect in the final version, and allows you to explore the game's varied stages. Starting in lush jungle, the game takes the form of a platform game when released the player can wander around the detailed scrolling area, killing monsters and jumping from ledge to ledge. The final version of the game will contain a number of puzzles which must be solved before access to the later stages is granted, and this is complemented by hazardous tasks -- such as leaping from ropes to crossing deadly swamps. After a few minutes, the demo will time out and the driving section will load in.

This is quite simply one of the most planning stages you are likely to see, with the road occupying the entire screen. Seated

With the introduction of the 28 design's latest update



Gremlin's Harlequin scored a massive 95% in this month's ScreenStar and there's a player demo just for you!



Platform action comes thick and fast in Gremlin's latest platformer.



The clock at the center of town has stopped. Can you fix it? The time is now your own...



Let's get by in this, up to the fortress heights -- Harlequin, the great heart of...



Armed with the power of love (BKA, a sort of deadly healing), anything that gets in your Harlequin's way must be dealt with in a hurry or worse.



Historical simulation might not exactly ring off the strings, but it's a simulation of a game, nonetheless.

within your futuristic vehicle, you are given a set time-limit within which to reach a predetermined target. All manner of delaying tactics attempt to foil your path, but your car is armed with a powerful gun to blast a path through. In addition, as speed is built up and the road starts to dip and twist, the higher ridges can be flown over at great speed to save time – but not necessarily your suspension. You are given one crack at this and then the game will time out again. Any further attempts means reloading the disk, but this is due to memory restrictions, the disk imposed.

## DISK MASTER

Yes, we know this should have been on last month's disk but because of a last minute foul up it got left off. Apologies for any confusion, though, and the whippersnapper responsible has been locked away in a darkened room with only a copy of *White House* and a single drive to keep them amused.

Copying individual files and displaying pics whilst sitting through loose disks can be an annoying and time-consuming process – but no longer. *Disk Master* supports hard drives and provides virtually every utility a disk user could possibly need. By selecting your required option from the long list in the centre of the screen, files can be copied, displayed, moved or whatever – all at the click of a mousebutton. The utility can also format disks and allow the user to check for viruses and verify disks with it. Unfortunately,

## IF YOUR DISK WON'T LOAD?

In the unlikely event of your CD disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to: CD DISK 5678900, PC World, Marthon Industrial Park, Peterborough, Mid Cambridgeshire, CB4 6BB.

They will then test the disk and send a replacement as soon as possible. Ring the PC World helpline for any urgent problems. It's open between 10.30 and 12.30 during weekdays and can be reached on (0455) 955255. Whilst CD helpline makes every effort to check cover disks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.

28 29

though, our version doesn't allow you to use the print facility.

The version we have supplied is the most up-to-date version (3.2), and is widely regarded as one of the best disk utilities released – what's more, it's yours free!

## DISK 28

### TUNE OF THE MONTH

This month's tune builds from quiet beginnings into an up-tempo tribute to the likes of Jimi Hendrix. It comes from Kyrin Verbit, Hull, North Humberside.

### SCREEN OF THE MONTH

This month's screen has



been designed by John Gung of Chertsey, London. His superb depiction of a Lanticopolis demonstrates that a picture doesn't have to be bunting with colour to have a lot of atmosphere. John's used the high resolution mode to good effect, creating some very smooth lines and fine detail.

### POPDIR

This nifty little utility displays the contents of any disk or directory at the click of a mouse button. Once loaded, you'll be presented with a small grid and stylised icons in the top left-hand corner of the screen which can be opened to reveal the full utility.

A list of devices will appear ranging from GPO to C:, which represents the preset devices from where you can call directory information. By clicking in the small window above, any device or path name can be



## LOADING YOUR DISKS

Simply insert the disks into your bridge's internal drive and they will load automatically. On loading, each disk will reveal a menu which details the contents of the disk. Simply press the function key relevant to the package you wish to use and it will load. If it fails to do so, turn the machine off for fifteen seconds before reinserting the disk. In addition, remove any external cartridges, drives and printers if any further problems occur.



background is only called once, and that the optional parameters do not have to be changed whenever one of the screens (picture) is called.

You'll find complete documents telling you how to use this excellent program on the coverdisk.

## MINECLEANSER

Here's a simple but addictive strategy game for anyone who likes to exercise their mind as well as their trigger finger. *Minecleanser* casts you as a captain in a minesweeper trying to navigate safe passage through mine-filled waters. Unfortunately, your radar is acting up and can't locate the mines—unless you are right next to one, that is!

The game is played on a chequered board, and each of the squares represents the possible location of a mine. The total number of mines to be found is indicated under "Mines left," along with a mission timer.

If you click on any square using the left



**GRAPHICS:** Once the screen has loaded, you'll find yourself at the *PopDNR* menu from where the various printing and palette options can be selected. If you click on "Whole Picture," followed by "Print," the currently displayed screen will be printed in its entirety. However, if you choose "Select Part" you'll be taken to another menu.

When printing part of an *HP* screen, you must specify a rectangle (containing the area to be printed). To do this, select "Set Edge"



and the menu will disappear, to be replaced by a bright orange cursor. Move the cursor to a corner of the rectangle you want to define and click the left mouse button once. If you now move the mouse, you'll notice a rectangle appear which grows as the mouse is moved. Once the rectangle encompasses the area you want to print, press the left button and the rectangle will be fixed, and you'll be returned to the menu.

You'll notice a cluster of eight arrows surrounding a plus (+) or minus (-) symbol which can be used to resize the newly-defined rectangle. For more precise control, though, you can type in the exact size and position of the rectangle in the windows labeled "Pos" and "Size".

Once you've defined the area to be printed, select "OK" to return to the previous menu, where clicking on "Print" will output your image to the printer. Once you're finished, click on "Return" to go back to the main menu.

**PREFERENCES:** If the program is not already configured for use, you can reconfigure it using the "Preferences" option, or you can load the whole program via your *Hardbench* where it will automatically use the preferences already specified.

**TEXT:** *Print Studio*'s second main feature is its text printing options, which are accessed by selecting "Text" from the main menu. Yet again, you'll be given the chance to load a file for printing before continuing. Select "Whole Text" and "Print" to output the entire file to the printer, alternately choose "Select Block" to outline a particular part to be printed. Using this option, you can indicate the start and end lines of any text to be printed. The simplest way to do this is to type in the beginning and end line numbers in the two windows labeled "Org" and "End". Once you're done that, click "OK" to return to the previous menu, followed by "Print" to output the text to your printer.

**IMPORTANT!** Whilst every attempt is made to ensure that the contents of the coverdisks match the details given in the labels and in the magazine, we cannot be held responsible for any last-minute changes. In addition, although our disks are also checked thoroughly for viruses, we cannot be responsible for any damage caused by the contents of the disk. If you have problems regarding your disks, please *POP! IT* call the *CD-ROM* as there's a very little we can do. Instead, ring *PC* Wise giving the number listed in the *WEEK* (24/7) panel. Thank you.

entered. Having selected a device, click on *DIR* and the utility will list the files in that directory. Also, if you click on *ISO Check*, *PopDNR* will check the specified directory for the *ISO* virus.

If you want to exit *PopDNR* temporarily, click the mouse button when the cursor is away from the *PopDNR* window and it'll revert to its former control disc. *PopDNR* is particularly useful when used with *WinSketch* and you are advised to copy it to any disks that you regularly use.

## SHOWIZ

This fantastic program is a slideshow maker's dream. It offers twenty-three impressive wipes, flips, fades and other effects. To see it in action, press *F8* whenever it will display several of the pictures from our Great Master's compo.

To use *Showiz* to its fullest, run it from *CD* where you can take control of the pictures it displays by creating a script file. Popular readers will be familiar with scripts from our startup-sequence articles, but if you're not familiar with script files, it's a series of commands entered on a text editor or word processor, and saved as a standard text file. This file can then be called from *CD* where the commands are executed in order.

## SHOWIZ PARAMETERS

*Showiz* offers two optional parameters when displaying a picture: time and mode. Time is given in seconds and represents the length that a picture is displayed before the next one clears. The time command is preceded by a plus (+) character, so to tell *Showiz* to display a picture for thirteen seconds type +13.

The mode parameter allows you to specify how a picture will be brought on to the screen. The mode command consists of a single letter and is preceded by a hyphen (-). Thus, the following command "-Y" tells *Showiz* to display a screen from left to right. Every letter of the alphabet except "Y", "Y" and "Y" can be used to create different effects. For a complete list, read the documents supplied with the program.

Loading a screen is simplicity itself, and a command you could use may be: *SYSDIRSHOWIZ +3 -Y SYSDIR.GRACO*. This will load *Showiz* from the *sys* directory and tells it that the following screen is to be displayed for five seconds. The screen will be displayed using mode "Y" (slide in from black), and the screen to be loaded is called *SL.GRACO* and can be found in the *sys* directory.

If several screens are to be loaded, you can either replace the specific file name of your picture with the name of your picture directory (in which case *Showiz* will simply load every picture in that directory) or use an abbreviated command syntax - as *SHOWIZ +5 -p picture1 +3 picture2 +1 picture3 +10 -p picture4*. You'll notice that the actual *Showiz*

mouse button, one of three things may happen: you hit a mine and blow up - effectively, "Game Over"; you land on a safe square, whereupon the adjacent squares will reveal their contents; or you select a square which is adjacent to one or more mines, in which case the number of mines will be shown by a single digit.

The key to locating the mines is to use the information regarding adjacent mines. When you think you know where a mine is, use the right mouse button to place a marker. When all of the squares have been cleared or marked, your mission is complete.

*Minecleanser* has three difficulty levels, and the number of mines and locations can also be customised. Further documentation is on the disk and accessible via *Print Studio*.

## PRINT STUDIO

*Print Studio* is a fantastic multi-purpose printing program which can handle graphics and text with ease, making it the essential accessory for your printer. When the program has loaded, you'll be presented with the main window which contains eight options: *File*, *Screen*, *ILBM*, *Screen*, *Text*, *Preferences*, *About* and *Utility*.

The two most important options are *ILBM*, which allows you to print whole or partial screens, and *Text* which allows you to do the same with any text files. When you first select *ILBM*, a file requester will appear asking you to load any screen ready for printing. Click "Load" to read it from the disk.



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# all the world's

The world of publishing is now opening up to more and more people as vast tracts of software are produced for those who like to do it on their desk-top. For around £50, you can join this revolution.

This unique CU Amiga guide to DTP will give you the background information you need to succeed...



## 1. SO WHAT'S IN IT FOR ME?

In the beginning there was the word. But the word isn't very convenient – not unless it was written down, anyway. Then, humans took up the word and found while he was up there did he create something special. Using the only vehicle available (papyrus) he made a record of it as early version of desktop publishing (as it is known today). The first limited edition special interest magazine.

You see, Desk-Top Publishing (or DTP, as the Three Letter Acronymists like to call it) has been around for ages. Publishing

according to the dictionary is 'the act of giving out copies of a book, etc. to the public'. Presumably, then, Desk-Top Publishing is the act of distributing written material from your desk-top. This adds a state-saving character card on party invitations is Desk-Top Publishing – in fact, anything that starts on your desk and ends up as something else's is Desk-Top Publishing. The only real reason to do it is a desk.

## 2. WHY BOTHER WITH COMPUTERS THEN?

For one thing, it takes ages to write with

anything the length of this article by hand. Even the slowest computer and printer combination could beat any human for sheer speed. You could make a stencil and hand ink each copy, and that would probably be quicker than most home printers, but then we come to the second reason why computers are better suited to this task – accuracy. If you were to print out a file via a computer it is going to look the same every time you print it out.

The proficiency doesn't stop at simple reproductive accuracy – you could almost draw something and use a photocopier, but

# sa page

## ART DEPARTMENT

If you're dealing with a lot of office files from less polite machines, such as the Mac or IBM, you're in for some serious hassle. Unless you have Art Department Professional from A&P, that is. With A&P's support and a profusion of different loaders for the gaggle of graphics formats, this is an excellent package for those dealing with artwork on a regular basis.

Not only does A&P's load and save a great many WSGS and Mac formats, but it can also convert Amiga files to different internal resolutions and display modes.

A&P's support means that you can set up a batch of files to be done in one go - "the sausage machine effort." The latest version (2.0) features industry-standard JPEG compression routines that will compact images 80 times more efficiently than an RLE with a barely perceptible loss of integrity. The supplied 2.0 version will automatically update existing loaders and savers. Help support is also provided for a host of 34-bit graphics cards. Look out for a full review next issue.



One of those whole sausage RLEs, the other takes up 100K - can you tell the difference?



you still wouldn't achieve the digital precision behind every dot that a computer spits. Okay, so there's the speed and accuracy, but we're not done yet. Even if you could fit an old hot metal press on your desk (not to mention all the ticks in flat caps and their official union representatives) and were happy with the setup time, there is still one important factor for using a computer.

Imagine the scene: it's the old days when the world was black and white and newspapers still lived in Fleet Street. Through the soot-filled darkness, a young hack rushes to the printing room. Pleading only to remove his official press that he needs in and (yes: 'hold the front page'). Then comes the reply from the floor: "Oh sugar."

It's not just a matter of how long it takes to set up something to be printed, it also comes down to how long it takes to change things. A computer can read test changes hundreds of times faster than an experienced typesetter could set them - even assuming it took him no time at all to find them.

The Amiga. It's fast and accurate, it's incredibly flexible and it's your plastic pal who's fun to be with. So what does being an incredible DTP system entail then?

## 3 THE WORD

Usually, the reasoning behind any piece of publishing is to inform and entertain. This mission can be achieved by any number of means, but the majority involve words, and it is only natural we should start our journey into the arcane world of publishing with them. People vaguely familiar with the Amiga will have come across fonts, and you may have experimented with different styles using an art package, such as DPaint. The choice of fonts is probably the most important decision you can make for your document. The style of the font should suit the words you are trying to communicate - it would be a bit bizarre choosing a decorative font like the Workbench's signature for the main text in an article like this.

In DTP, fonts can be divided into two types: bitmap and structured.

A bitmap font is one you are most familiar with. All of the fonts supplied with W01.1 and some of those with W02 are bitmap fonts. Essentially, this means that each character is made up of pixels arranged on a grid. The computer just looks up the pattern and dumps it to the video chip.

**PROFESSIONAL DRAW 2.0** (Probably the most meticulously structured art package on the Amiga is Professional Draw. Original versions were quite slow, but version 2.0 achieved a several hundred percent speed-up. All the basic tools for coloring and drawing are provided, with the added bonus that you can scale the screen to any size to check the integrity of your lines at any size.)

Baseline drawing and fill modes enable you to construct seemingly complicated shading effects at the click of the mouse. As well as creating lines, polygons and fills, ProDraw can use Contourpencil tools like those supplied with ProImage. The logic can even be converted to structured format so that you can perform all sorts of dangerous effects on it.

You can rest assured that the



Bitmap fonts are good, but if you've ever tried enlarging some bitmap text in DPaint you'll soon see that you get a seven case of the jaggies - the rectangles that make up the characters are enlarged and they get further away from approximating a continuous line. Seen at relatively small sizes the fonts, which look okay on the screen will appear too blocky on a printed page.

## 4 DOING IT TO SCALE

Isn't that your handwriting look lousy? Because you are really drawing it. You aren't looking up a table and spotting the page in some palaeolithic ritual, but drawing lines and curves. So, that's what the computer does too.

Postscript fonts are basically drawings. They are not completed pictures, but instructions on how to draw the characters. In this way, the actual physical limits of resolution are set not by the computer, but by the final output device (of which, more later). The beauty of this system is that the fonts are size independent. The output can be one inch or a mile high and it will still be as geometrically perfect as the day it was designed.

That doesn't mean that DTP systems only use scalable fonts. You can use bitmap fonts up to output stage, but even on a very primitive dot-matrix printer you will notice the difference. However, since the screen is a bitmapped display the DTP system will have to make bitmap equivalents of the fonts. Most systems do this automatically. Since postscript fonts are a world-wide standard there are more available than you'll ever need. It shouldn't be too hard finding one to fit your needs.

## 5 EASY ARTWORK

Words are one thing, but if your document consists of just text, half your reader's mind will be asleep before they get past the first page. The words may keep your brain active but your eyes will soon tire, and the pleasure for the problem is art.

Aftermath makes (or should make) a page interesting enough to look at even if the subject matter is dull. Gribben would have had more luck if he'd published his reality theory as a comic. There is a problem, though. Say you have a nice picture of something

## all the world's a page

very like a Kawasaki GP550: how do you incorporate that into your DTP document? Well, you could digitize it or scan it into the Amiga, but that would involve a loss of resolution and colour information.

Most of the pictures you see in magazines are scanned, but at the stage where the computer files are printed out onto film at the output bureau. Since the scanner at the bureau works at the resolution of the film (around 1200dpi) there's not much difference between the quality and that of your average print processed at the local printer. If you are only going to be printing out on your home laser or dot-matrix then the quality of a hard-copyer will probably be good enough.

Fortunately for computer types, artwork is rarely available. Most people have a copy of DPaint (which was bundled with their Amiga) to draw their own and if all comes in a nice easy-to-use format - computer files.

### 5 ALTERED IMAGES

Unfortunately, it rarely happens that a picture arrives tailor-made for DTP, and normally there's a lesser or greater degree of fiddling to be done. You may have to adjust the colour balance or the contrast or the brightness. Things can get more complicated, though - perhaps the picture is out of aspect - squashed either horizontally or vertically as well as being completely in shades of green when you want grey. It can get a little tricky loading the picture into DPaint and fiddling with the palette, but the likes of Paintbox and The Art Department can be of use.

Of course, just as you can use these packages to save artwork, you can use them to make it up too. You could take a nice colour picture of the Prime Minister and convert it to greyscale - that's not a particularly good example, though. Or you can artificially blur pictures, convert them to line art, posterize them (the effect Andy Warhol was famous for) or generally mutilate them.

### 7 STRUCTURED ART

In the same way that there are structured fonts, you can also get structured art. This is approached in exactly the same way, and

instead of the image being stored as a large look-up table of colours it is stored as a sequential list of drawing instructions.

Once again, as these files are instructions rather than images they have no specific resolution, you can print them at any size using the highest resolution of your output device. The same is almost true of colour resolution, depending on which package you use. Although structured art is obviously a lot more accurate for output, it is not very good when it comes to interpreting real-life. Just as the different artists would produce ten very individual paintings of an object - drawing reality is down to interpretation. Also, real-life has a very nasty habit of being inconsistent. There are very few solid colours in nature, and most surfaces reflect a kind of porridge of different colours around one base. Since each of these (colours) would have to be a separately drawn element in the picture, a highly accurate rendition would be unfeasible. Paradoxically, the greater the accuracy with which a structured art program tried to interpret a bitmap, the more of the bitmap's faults are going to be revealed. Structured art is most useful for charts, diagrams and illustration where realistic accuracy is not required.

### 8 FORMAT FOOLISHNESS

Nobody's perfect. Some intellectually challenged people own Macs or IIMs in preference to the Amiga. Sad as this may be, it does leave the more discerning DTP user with a bit of a problem. Artwork may come across on different formats, and even if you transfer this artwork from another computer, the files themselves are organized in a different way: PDLING, TIF, TIF and GIF, for instance.

This can be very annoying as there are many fine examples of PB-clip-art for these machines, but you can't use them in their native form. There are several programs that will handle these dodgy formats across. The Art Department has leaders for many of the formats and Soft-Logic's Pagestream DTP system will load in some of the multitude of foreign formats.

### SHOWING YOUR WARES

If you don't have a scanner or digitizer of your own then you can avoid yourself of the vast amount of clip-art available. Many companies will stock containing lots of different images or collections of various objects from different angles. Some of these collections can cost a lot of money, but fear not, as there are an awful lot of Public Domain images. Unfortunately, these tend to be fairly unattractive or less quality.



One of your best bets in buying clipartware. These images are not Public Domain, and you are expected to register with a small donation. It still works out a lot cheaper than buying from some imagecorp, though.

One of the best providers of Pictureware is Nick Williams. Using professional equipment he has digitized hundreds of useful images, all well fit and of sufficient quality to grace the pages of many a famous

# The ABC of DTP

**A) Actually Doing It**  
step-by-step: we follow the process of making a page



### step 1

Before you start, there are a few decisions to be made. If you are producing a regular news sheet, there must be consistency between one edition and the next. This will involve using the same margins around the page, the same same column widths, the same gutter (the space that goes between the columns) and most DTP systems will allow you to set up these bare bones of a page and save it as a template. Each subsequent page can then be constructed from these pages.

### step 2

The same thing applies to copy. Although not all the text in your document is going to be the same size, or even the same typeface, they do form 'groups'. All the body text (the bulk of the type that appears in columns), for example, must be the same from page to page and from issue to issue. You can even have a con-



istent style in headline, subheads and captions. The way to do this is to define style tags. There should be several available for each document. This makes things a lot easier when you import the text into your DTP package in the first place. Simply apply the style tag and you can immediately tell how much room the text is going to take up on the page.



### step 3

Decide where your pictures are to go and leave some space aside by creating a box. It can save a lot of time if you make sure the dimensions of the box are roughly in the right ratio to the picture. Although it is possible to stretch pictures to fit a particular box it is not usually advisable over certain limits. It soon becomes apparent that there is something wrong, particularly if the graphical image is of an everyday object.



### step 4

When the text is in place, set the runaround option and the text will automatically be pushed out of that area. The 'slush-off' distance, the amount of

space to be left between the edge of the box and the text, can be set manually. If the box is set against a gutter, it can be useful to set

the slushoff to the same size as the gutter width to give a uniform margin.



### step 5

Picture alignment is important when it comes to things like dropcaps. If the large letter doesn't line up top and bottom with the body text there can be some unsightly gaps. The human eye is subconsciously very adept at spotting things which are even minutely out of place - think of all the arguments over whether a picture hanging on the wall is straight or not. DTP packages don't come with spirit levels but the grid is the next best thing. Alignment tools will also place boxes (though not necessarily their contents) in the same horizontal or vertical axis.



### step 6

Care must be taken when outputting your final pieces of work. Even when using a dot-matrix printer it is worthwhile checking that everything is set up correctly - it can take a very long time to print out a single page - so make sure that the page dimensions are correct and that the density settings are okay for the printer you are using. If you are printing to disk for later output by a bureau or printer on another system, checking the setup is even more important. When producing films for colour work it is essential to include crop marks, otherwise it will be very difficult to lay up the film when it comes to printing.



### step 7

For an alternative to more traditional straight horizontal you might like to try putting headlines vertically instead of horizontally. Headlines can be as much a graphic feature of a piece of work as pictures, so it is worth while spending time to make them visually interesting as well as informative. This example is quite simple to do. The text has been reversed out (white text with a black background) and then rotated through 270 degrees. It is still extremely legible, but don't try setting all your text like this.



### step 8

Continuing the theme of diverse ways of approaching your subject, how about this? The layout is basically a vehicle for conveying information to the reader, but what if much rather novel in style. Think about the message you are trying to get across. There are as many ways of designing a page as there are ways of writing the text, but not all of them will be appropriate. Presumably the writer has done his bit with inserting the text with some sort of style, the designer should do the same. Look, learn and practice.

## SCAN THE MAN

A scanner is an optomechanical device which usually connects to the serial port of your Amiga. A scanning head will traverse your image and transmit it to the host machine where the data will be rendered as a bitmap.

Scanners, like everything in this feature so far, can be divided into two areas. First, there are flatbed scanners. Since Step have the excellent JX-100. This little A8-sized unit is very convenient for scanning in colour prints, such as those you would get back from the chemists.

Most scanners support a range of resolutions. The JX-100 goes up to 2000 dpi in full 18-bit colour. But if your output device is only 1301, you'll still be okay. With most scanners, though, you can choose lower resolutions or less colours to save memory.

Usually cheaper, and with lower specifications, a hand scanner alternatives all the wiring and motors required to traverse the head over the image by operating on hand power. Small wheels next to the scanning head monitor the speed at

# Knightmare



*"You are setting forth into another place, another time, another world," said Vanguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest when so many others have failed?"*  
*I understood, at that moment, that our mission was going to rely all our endurance, all our collective skill, and, most of all, a depth of courage, that I wasn't sure we possessed.*

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Using the same game system that made 'Capitol' adventure games of the year for 1989, 'Knightmare' makes dungeons and dragons games seem so much spookier and more in a mucky, muddy, puddle.

'Knightmare' is a sophisticated role playing attempt where you are

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Your journey takes you deep into the dungeons of Dunheim, to a cataclysmic meeting with Lord Fear and the unbelievably horrible Nightmares.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, stealth and, above all, courage.

But you have all these things, don't you...?



Available for Amiga & Am 286



MINDSCAPE

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# The ABC of DTP

## B) Getting started Doing it yourself: the golden rules of successful design

### FIRST OF ALL REMEMBER...

Design is hard – really hard. At least, that's what designers would have you believe. But is it really? Well, at the risk of sounding a bit like a liberal democrat, yes and no.

Essentially, DTP design is like any art form. To be really good at it requires some kind of talent, but to be really competent requires practice. To attempt it requires neither. Nobody can say they have no knowledge of design. We are

surrounded by it in our everyday lives: posters, advertising, newspapers, signs, carrier bags, letterheads, and logos. Just as you pick up an accent from those around you, so some sense of style and layout will permeate from your surroundings. This can be demonstrated by the differences in design around the world.

The first golden rule of design is that there are no golden rules. There is no leather-bound tome to tell you exactly how to do things. There are guidelines, but they are just that – for the guidance of the wise and the obedience of the foolish.

Generally speaking, straight lines are good. If you have several objects at the bottom of a page, for example, it is a good idea to have them all starting from a common vertical base. Almost all DTP packages have tools which will line things up nice and neat. Even a truly talented person can manage a reasonable looking layout just by practice and mastering the basic conventions – a mechanical layout, but a passable one, nevertheless.

#### rule 1

If you've ever read a bike guide, then this style should be immediately recognisable (below left). Most of these magazines started out as small hobbyist magazines in someone's back bedroom and a lot of them have stayed there.

This doesn't mean they aren't well produced; but they mature a cult image and they do it very well. This is reflected in the design by the attention to text. It fills every crevice and corner. Even though picture quality is generally good, the images themselves don't often form a central element of design but are used here and there to break up large pieces of text.

#### rule 2

Towards the other end of the spectrum are the 'overproduced' glossy popular magazines. Cover design like this (below) can be quite tricky, but the idea is to visually interest and attract the passing reader. Unfortunately, it is possible to overdo it a bit and put them off. On a cover like this, there are lots of

elements competing for attention but they are all fairly well-balanced. This is partly achieved by regulating the strips down the right-hand side and across the top. Also, although the pictures on the cover will be colourful, the text picture elements all follow a uniform. In this case Process Red with the occasional spot of Process Yellow text.



#### rule 3

The tabloid newspaper is easier to deal with than a magazine cover. Usually, although there may be more than one story on the cover, there is always a leading story which takes prime position with 72 point text. The masthead is a dominant feature but it isn't unnecessarily over-complicated – this is quite important, you want people to know what they have picked up but there is no need to slam it down their throats.

Many enthusiasts try to recreate tabloids on home DTP systems and fail miserably. Part of the reason is because they try to recreate it exactly, but in A4 format. You will never get the same number of columns on A4 looking like they do in a tabloid. If you want to do a newsletter in this way, emulate the style don't try to duplicate it.

## C) The final touches You'll need all of these hints and tips to add colour and output your pages.

### 1 IN GENERAL

The words and pictures on a page are merely colours. Apart from the actual images and the words themselves, the whole forms a picture. Like a blur from a distance, the elements flow into one another, even while you are concentrating on one particular element on the page, the background flavour of the design seeps in like a subliminal message.

The underlying structure of the page, the way the boxes are arranged, has a part to play in this background message but more is



# The ABC of DTP

so noticeable as colour. And colour has an important organisational task to play, too. It can separate unimportant elements, draw attention to important elements, and provide visual interest. A hierarchy of colour can be established to indicate priority or link items together. In the same way as a style is associated with sub-headings or captions, a colour can be, too.

## 3 ANY COLOUR SO LONG AS...

So how do we go about getting colour on the page? Well, at the most primitive level you could just set up a document in black and white on the DTP system as usual and print it on coloured paper. Anybody can do this, even with the cheapest of 9-pin dot-matrix printers. This can be quite a nice effect for flyers and posters but you're still limited to two colours: black and the colour of the paper.

To use the DTP system to print out more than just black, you must specify a colour. Most DTP systems will have a requester which will pop-up with a familiar RGB slider bar. By sliding the bars up and down you can create any colour you like.

From this information the DTP system will produce two separate outputs for the page: one for black and one for the additional colour (known as a spot colour). Obviously, this is going to be an expensive business affair at a glance – especially if you are thinking of reproducing pictures with thousands of colours in them.

How do all those different coloured inks fit in a dot-matrix machine anyway? Because this isn't the way that the DTP system actually works. When it comes to printing

anything on a desk-top colour dot-matrix machine there are four component colours used: cyan, yellow, magenta and black.

Unlike a TV screen or monitor, a piece of paper doesn't transmit light – it reflects it. The primary colours of light are red, green and blue so why doesn't it work on colour? As you will have noticed when you are adjusting a colour palette for Windows or any other application, by mixing red and a little bit of green you get orange. By doing this with paint or felt tips it doesn't work.

This is because when light is being transmitted, mixing colour is an additive process.

## TERMINOLOGY

**ASPECT** – referring to images, this is the ratio of the width of a photo to its height. If this ratio is not preserved, the output will look stretched.

**BITMAP** – a graphic image or text which is constructed using a stream of one data. Each point is represented by a binary number.

**BLEED** – A design element whose an object is placed so that some of it extends beyond the physical limits of the output page. This is done usually to prevent against inaccurate cropping of the output page.

**CMYK/CMYK** – a four-colour colour proof produced from film.

**CROP MARKS** – lines or crosshairs printed outside the physical dimensions of the final page. These are used to help align films and aid trimming down the output.

**DPI** – Dots Per Inch. The resolution at which a bitmap is created or printed.

**EPS** – Encapsulated Postscript. This is a standard way of packaging up your Postscript output so that it can be imported into another DTP-compatible system.

**FONT** – See Typeface.

**GUTTER** – The gap between two adjacent columns.

**KEYLINE** – Also known as a rule, this is a line used either horizontally or vertically to separate unconnected items on the page.

**LEADING** – The amount of space left between successive lines of text.

**POINT** – The unit of measurement of a typeface. There are 72 points in an inch. Note that when referring to fonts, this is the font height, not the height of the individual characters.

**ROADBLOCKS** – An option available whereby text will not overlap an object, but stand off by a regular margin.

**ROTATE AND R** – When output to film, this is the angle at which lines of dots are printed. The actual angle is only critical when printing for colour.

**TRACKING** – The amount of horizontal space left between characters.

**TYPEFACE** – A set of characters of a particular style. The term can also be extended to 'family' of typefaces such as Garamond, Garamond Italic, etc.

When light is reflected off a surface certain components of that light are absorbed – the 'colour' we see is the light that has been reflected, as the process is known as subtractive.

## 3 THE IMPORTANCE OF BLACK

As you need to adjust the 'brightness' of a colour, there is a fourth ink requirement – black. Also, it isn't possible to make a 'good' black by combining the three primary colours. In fact, there is a mechanical difficulty in printing too much of all three as the paper won't be able to absorb so much ink. For this reason black is used as a separate colour and as part of any colours which appear very dark.

Because of this technique (known as the Component Replacement or CCR) the interactions between the process colours can be quite complex. Although many DTP systems will allow you to specify a colour in terms of cyan, yellow, magenta and black it is probably safest to use the familiar RGB sliders and let the computer interpret them, unless you really know what you are doing.

## 4 SPECTRUM BREAKDOWN

Since if you may have realised that there are colours that you can't achieve using the CMYK or RGB values, litolatic and fluorescent

cent colours are notable exceptions, so how come we occasionally see them used in magazines like *Rolling Stone*?

Remember back at the beginning we were talking about spot colour and how the printer makes up an ink to the colour required? In the case of a five-colour job the fifth colour is applied as an extra spot colour. An extra film is produced and, at the printers, this film is used as an extra drum. You don't necessarily need a fourth colour request to opt for a five colour process. You may just want one of your colours to appear more bold on the page (remember that in the CMYK process the colours are made up of patterns of dots – this never achieves quite the same effect as a solid block of ink). Obviously, this extra colour is difficult to obtain on a home system where metallic gold ribbons aren't readily available – but generally you are better off without them.

## 5 DOT-BY-DOT

If you look really closely at a colour picture in a magazine you will see that it is made up using dots of the colours we have been discussing. Unless something has gone horribly wrong, the dots should all be separately distinct – they don't all sit on top of each other but are arranged in patterns.

## 6 OUT PUT OR PUT OUT?

The output stage is the bottleneck. All your effort on design, your reworked graphics, and your delicate hand hovering will all come to naught if you don't have a method for outputting your material.

Once again, you should consider your audience. How necessary is it for your output to be in colour? Would it be more useful to have more colours or a greater output resolution? Are they expecting high-quality paper or will any recycled stuff do?

## 7 GET RIGHT

Spotting black an impression DTP page 1500/100 standard to when means it times as

## USUAL FACTS:

DTP SYSTEMS  
88 Markham  
0753-55555

ART PROCESS  
Microfilm 11  
0555-55555

Design Centre  
020 555 5555

SHIPPING  
Sunderland 10  
City Road 10

PC SYSTEMS  
Barnsley 10  
01924-41000

DESKTOP PAPER  
01924-41000

01924-41000  
11 Print Centre

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Four colour printing involves each image being broken down into cyan, magenta, yellow and black components





## 7 GETTING THE RESOLUTION RIGHT

Stating, at home, the humble 5-pin dot matrix black and white printer can turn into a fairly impressive beast when linked to a decent DTP package. Typical resolutions are around 600/75 dots per inch, giving a reasonable standard for flyers or small posters.

You can also use these for colour output, when used with a four-colour ribbon. This means that it takes slightly less than four times as long to print out, since the printer

only has one print-head and must make four passes, once with each part of the ribbon. It also reduces the resolution slightly, because the colours have to be offset slightly. A 24-pin printer is a bit of a step up. They are usually slower but can give very high upper-end resolutions – almost to the standard of a laser printer.

Ribbons are very popular on Amigas these days. Everyone must have heard of the Canon BJ-16 by now. Some of these

printers can give resolutions actually higher than that of a laser printer. The main trouble with ribbons is that the ink can smear on some types of paper. The ink can also bleed into minute cracks in the surface of the paper and give objects, especially curves, a fuzzy outline.

Colour ribbons are probably the best solution for obtaining a decent quality colour output at a reasonable price. Dot matrix printers are okay when new, but after ten or so complex and colourful print-outs, the ribbon will begin to fade and imperious will have been transferred from one colour to the other by the fading print head. Because the ink from an object is effectively mixed in flight there is no chance of colours from different dots getting mixed.

## 8 LASER DEATH

Laser printers are the next step up. Although their resolution of 300/600dpi is slightly less than the best ribbons, they give a reliably uniform image time after time.

The trouble with laser printers is, because of the mechanical process by which they transfer the data to the page, they must hold an entire page – worth of information in their on-board memory before printing it out. A few calculations will tell you that a full A4 page at 300dpi will occupy around 1Mb of uncompress-

## 9 IT'S IN THE POST(SCRIPT)

The next step is to get a Postscript-compatible printer. These offer a higher resolution than a standard laser, but have the advantage of supporting the Postscript language. This results in shorter transmission times, lower memory requirements, and greater

accuracy. Postscript is the output equivalent of structured art at the output stage, and there are no large tables of data (unless bitmap graphics are part of the final page), only drawing instructions.

If you want colour Postscript output you'll probably look towards a thermal transfer printer. This works by heating up a sort of waxy film which sticks to the paper, giving an impression of the colour rather than an accurate representation. Unless dot matrix printers, they are particularly good at rendering subtly changing shades, but are hopeless with large blocks of solid colour.

It's possible to get a colour laser printer but, unless you have recently stolen all the money from a large pension fund, you probably won't be able to afford one.

## 10 USING A PRINTSHOP

There is another alternative: why spend lots of money and incur all that hassle setting things up when you could get someone else to do it? Most high speed printshops have facilities for outputting your files if you have output them to disk as postscript. Some will even do a nice A3 colour job at a very reasonable rate (around £25).

If you want to have your work printed from files, you'll need to output them to file first. Most output bureaux can make time for your Postscript files, and the time is to convert the files into a format their equipment can understand. The easiest way to do this is to get hold of a program like DocToDoc from Central Coast or the Public Domain program, Moby Doc. This enables you to format and use IBM MICROS format disks. If the output bureau is using a file-based system you may experience some difficulty, though.

A file fitted with a high density drive can read and write MICROS format 3.5 inch disks using the machine's Apple File Exchange software. Unfortunately, the translation routines are set up for creating Mac files from MICROS files, not Amiga ones. The second difficulty arises from the Mac being completely application-based. This means that you have to have a file that can be loaded by a Mac application.

A plain Postscript file isn't the same as an application document, but luckily there are a few low downloading utilities which will send postscript files to a printing device.

The other alternative is to create postscript output that can be imported into a Mac application. There is a standard for this, it's called Encapsulated Postscript – well, it's supposed to be a standard, but some Mac applications, notably QuarkXpress, won't necessarily recognise EPS files created on the Amiga. The best solution is to find an output bureau that uses Amigas, but our extensive research has only turned up one.

## 11 DEALING WITH PRINTERS

Once you have the files you are ready to talk to the printers. If you don't plan to launch a nationwide newspapered magazine then you'll probably be talking to a local sheet-fed operation. Here, they will print any number, size and colours. Another important consideration may be the paper you want your work printed on. Your printer will be able to advise you.

# WIN THE BEST DTP PACKAGE

To celebrate this feature, we are going to have a competition. Pay very close attention. The competition is to produce an example of Desk-Top Publishing: an advert, a newspaper, a magazine feature, a poster, etc. The tricky bit is that you are absolutely forbidden to use your computer. At a stretch you may get away with using your computer to print out text or pictures for you to manually cut and paste into your creation, but absolutely no creative use of PageSetter.

Entries will be judged on the ingenuity that went into them as well as their design.

And the prize? A wonderful copy of Professional Page 3.0 – the latest, hottest, most sexy DTP system available for the Amiga and copies of PageSetter2 for the lucky runners up.

### Rules:

1. We control the hardware
2. We control the vertical
3. No DTP arties will be considered
4. You may use a word processor and PPage
5. You may use as many subjects, bits of images large and full page as you can lay your hands on
6. The judges decide, however stupid, is final

## C O U P O N

Name .....

Address .....

Postcode .....

Tick for more information on Gold Disk products ☐

Send my entries to:  
DTP Competition, 220 WIMBOR, Priory Court, 20-22  
Partington Lane, Partington, London, W11 5AE

# ZOOOL

With the Nintendo boasting Mario, and Sonic gracing the Sega machines, the Amiga is surprisingly short on identifiable game characters. Gremlin, however, are lining up a hero who they hope will knock the Brooklyn plumber and the spiky mammal for six. Steve Merrett takes a look.

**LOOKS FAMILIAR** It has to be said that, as Zoo's title's plays two parts it across the game's colourful levels, he does bear a rather close resemblance to a certain blue Hedgehog. With his gangly legs kicking into overdrive, and the facility to kill nasties with a rather nifty spin, the casual observer could be forgiven for confusing the two. Gremlin, though, are hoping that their 'Ninja From Outer-Space' — the Mular Zoo! — will be the THX subterfuge character associated with the Amiga. Project Zoo! is nearing its seventh month in development and currently resides in Gremlin's Sheffield

base with its creator George Allen and Ate Carr. Despite any similarities to Sonic, though, George is adamant that they weren't intentional. 'It was bound to be compared,' he concedes, 'but the only idea that I 'borrowed' was the speed element. But that said, I've always felt speed was important in a platform game so this is just the next step I wanted to take. If anything, RoboCop is the only game we've looked at in any detail.'

Originally called Poob, George started tinkering with the idea as he completed work on Switchblade II, and

his first task was to incorporate the fast scrolling the game would need before the idea became viable. 'The screen scrolls in the usual eight directions,' he explains, 'and even though I've extended the screen borders to make use of more of the screen, I've still managed to keep it running within a frame.' Normally, though, this would result in a fast game lacking anything to kill — is this the case? 'No, I was criticised for the lack of nasties in Switchblade II, so I've made sure that there is plenty to kill this time. They don't all appear at once as this would mean that I would have to



Online two worlds that currently exist — 'Forest' and 'Toad' — each are having their own spin (pink flowers). There will vary in style, but all will follow real locations.



George's map editor allows him to piece together the levels from his standard maps...



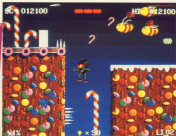
...Once built up, the various traps are then added using points within the game.





slow the game down. Instead, they appear in regular waves so that there's never really a moment when there's nothing else on-screen."

**LEVEL DESIGN** Split into six worlds, *Jaxx* is made up of eighteen platform-laden stages, within which all manner of weird and wonderful creatures await your destructive capabilities. "So far, we've come up with four worlds," offers graphic artist, Ade. "We've got a Sweet World, which is inhabited by Liquorice Allsorts, and other deadly stuff, and we've also put in a Tool World, with hammers and stuff moving around." So do the backdrops keep in with those themes, as well as the sprites? "Yeah," he continues. "One idea I'm working on is a Music world, where part of the ground is made up of piano keys. Then, when the Jaxx sprite runs across these, they'll play the scales or a note at a time. It'll be hard to do, but worth it." Jaxx's many sprites follow set patterns within the landscape, and all prove hazardous to the black-clad hero's health. Starting with three lives and three bars of energy for each, Jaxx's only goal in life is to locate and escape via the exit at the end of each level. However, with each level spanning roughly 10x10 screens, and some areas rendered relatively inaccessible thanks to spiked walls, collapsing



Platforms in these are destructible as the Jaxx sprite runs, spins and slides. But destroying them also turns in for more unpredictable. That Jaxx's blue hammer can cut through solid walls and, further permitting, blow the levels away.



**SOUND** Sweet who, Jaxx is currently a silent affair. But George will be handling the others himself. All the usual beeps, booms and whines will be there. "In fact," he says, "and there I also do a bit when the player can't beat timing instead of my efforts." The sound is likely to be based on Genesis hardware. Barry Lobb, whose partner can be dated back to a disc version of *The Clash* song which

inspired Computer using 684 (which years back, but he has since provided the tone for) Databank of amongst others.



# ZOO

bridges and the gaudy sprites, this is easier said than done.

"Although the player's main task is to find the exit," George explains, "there's a lot that they can collect en route. The Zool sprite can run, jump, spin, pull off a sliding tackle and shoot, and killing an enemy with a tackle, shot or spin will often release a flood of bonuses. Also, certain areas have walls which can be shot away to reveal the goodies inside." Goodies which, among others, include extra weapons and massive Coins which earn the collector a whopping 10,000 points each. Initially, the way the levels are laid out will let the player familiarise themselves with the controls," he continues, "but there will be some really nasty tricks and misuses on the later stages."

**DESIGN** Zool's innards are being pieced together using Resurrection's ever-popular Amiga system, with the actual code being pieced together on George's PC. In addition, from his workstation, George can also piece together the aforementioned maps with his home-written editor. "It's a real godsend," he admits as he pieces blocks of Ade's 3D/Amiga-backdrop graphics together. "When I was working on *Vortex* I put all the levels together as I needed them. It was a real nightmare and before I even started work on *Deathslide* I wrote this first. All of Ade's graphics are created on a DPaint, and he is working from the Amiga's 16-colour palette. 'There are sixteen colours for the sprites plus another sixteen for the backgrounds,' he elaborates, "but most of my work has gone into perfecting the actual Zool sprite and getting it to move properly has taken over sixty frames. I think that little touches make a great difference in a game like this, though—hence the piano idea—so we also have him waddling around if he gets too close to the edge of a platform."

As can be expected, all this action finally pits the Cobra Terrestrial Ninja against a "Boss" creature at the end of each world. "We've only got one Boss



The main stage is a very early stage of development, but George will also have added the player feature and a color palette thing. Don't stress to the end of the level.



The early sprites vary from stage to stage, depending on the level's theme. For instance, there are flower flowers in the main forest and Antarctic flowers in fleshy world.

**ZOOL LIKE THIS!** As well as his acoustic abilities and whatever weaponry comes to hand, Zool can also called magic potion to make his look easier. Smart bombs are pretty self-explanatory and kill everything on screen, but other more useful ideas include high jump spells, light spells which create a plane of the Zool sprite to double his effectiveness, and invisibility potions for temporary invisibility. At the moment, there are scoundrels via the space bar, which causes Zool to lie down into the air with flailing before they have their desired effect. "This is where the puzzle element comes in," says George. "For instance, if Zool gets caught in one of the danger chains and the walls are covered in spikes to stop him from climbing out, then a high jump spell could be his only help. However, we don't want to play unfairly... so there will be other ways out."

up and running at the moment," says George, "but basically they are going to be massive and will spray the screen with smaller enemies and objects." Will there be a rush to claim all the remaining ideas in before the game's Summer release, though? "No, not really," he con-

tinues. "We've got the speed in, and managed to keep the sprite control even when the screen is moving fast, so all that's really left to do is general tweaking and the other levels added in," which leads us back rather nicely to that useful map editor utility...



The sprites are being prepared using Brian Cook's DPaint which also has many frames of animation. The larger and of four Bosses will also be great effects, dropping weapons and enemies as they dash about the screen.

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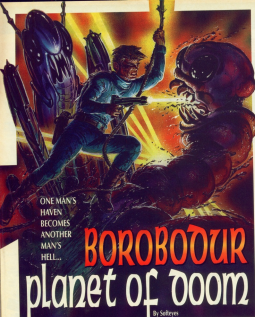
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By Saltreys

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The final battle against Ghast takes place on Rainbow World. The exit tunnel is revealed to be a mutated Broomstick. However, this guardian is only revealed after completing the basic eight worlds. If the three hidden areas are completed, too, a different guardian and end game sequence appears.



First there was **Bubble Bobble**. Then there was **Rainbow Islands**. Now, Ocean round off the **Bub and Bob** trilogy with **Parasol Stars**. Steve Merrett goes planet hopping.

# PARASOL



By performing a subsequence of actions — usually related to the order in which enemies are killed — routes opening, revealing bonuses and dangers appear. The first is located somewhere within Woodland World, and the key to finding this door is programmer Bill Ward's ingenuity: you find the key to the door in the way that a certain enemy can be killed.



**R**ainbow Islands is a tough act to follow — even if you are from Tatso's successful puzzle stable — but Ocean's Parasol Stars conversion is quite easily a contender for 1990's game of the year. Bub and Bob's travels have seen them up against some of the weirdest sprites Tatso's fevered minds could provide, with such characters as Baron Van Gloppe already familiar to veterans of *Rainbow* and its predecessor, *Bubble Bobble*. One of the nicest touches of the series is the continuity of characters, themes and ideas. For instance, the little hooded demons and race-footed fish that the bubbling Broomstick encountered in the first game, returned in the sequel under a variety of disguises — only to reveal their true identity whenever they got killed. And, once again,



On collecting a certain object, the screen fills with collectible goodies. When these are started away, another major bonus drops into the screen.

they make more comebacks than Gary Gitter throughout Parasol's sixty-four stages.

In terms of gameplay, Parasol Stars is a heady mixture of ideas from its predecessors. Set across a number of single screens, the basic aim of the one or two-player game is to clear a

screen of nasties whilst amassing as many bonuses as possible. Retaining their human form from Rainbow Islands, the game's odd son-n-a-ro-bello tells of how the freshly-saved inhabitants of the Rainbow Islands expressed their gratitude by giving the Sanguine-clad pair

a magic umbrella each. However, as often, swig! the area of an evil being called Chase Tishin overrunning other planets in the galaxy, a space wind magically swept the brooms and their passengers towards their new adventure.

Depending on the world—and there's Castles, Machinery, and Music among the eight to battle through—the backdrops and sprites change to reflect the differences. Thus, as you 'braily' your way through Woodland World, all manner of vengeful vegetation scurries about and the end-of-level bosses are larger versions of these. The screens follow a basic pattern of symmetrical platform arrangements, upon which Chase's minions roam. But and Bob are then dropped into the bottom corners of the screen, and the aliens kick into life. With the titular



partner and use them instead! In addition, water, fire and cappy droplets also can be gathered and thrown from the raised Parasol's surface and, when five are collected, their effectiveness doubles—the water droplets, for instance, combine to create a Bubble Bobble-style waterfall to sweep away all in its path.

Control over the two heroes is via the joystick, with the directional controls guiding them as they run and jump, and when used in conjunction with the firebutton,

# OL STARS

## CONSOLE YOURSELF...

Most everyday utilitarianism owes our debt to Japan, Korea, and Taiwan, only recently has the Amiga shown its potential in the console field with the likes of Robotron, Parasol Stars, and Gremlin's forthcoming Jetix. Although the Super NES and MegaDrive are particularly suited to the areas of console crafting and sprite expansion, the Amiga can work around these areas to produce games which again turn its playability to better than in terms of graphics definition. The sheer number of console-style games also indicates that the quality is growing steadily and may soon rival the Nintendo and Sega—machines which specialise in the game end, consequently, SNES is no good to them. Thus, over the next few months, we can expect a flood-wave of console-quality games from the likes of Core (Clockwork II: The Clockwork), System 2 (Billy Pelly), and Millennium (Japan's Golden Jumper II), LaBelle's comeback...

Parasol replacing their past arrangements of deadly rain-floes, and encapsulating bubbles, you may think that the beings are pretty much unarmed. However, these are tragic Parasols and, as such, can be used to scoop up an instant nifty and for them across the screen at their cohorts—or alternatively, the players can also pick up

reaching the all-important brooms for action. As can be expected from a console conversion, everything is geared towards simplicity, and programmer Mr West has also lightened a few areas where the PC Engine original came a cropper. But and Bob are both extremely responsive, and the sprite detection is generous without being inacc-



## AMIGA SPEC

MEMORY REQUIRED	102K
SCROLL SPEED	1
COLLISION DETECTION	1
COLOURS ON SCREEN	16
LEVELS	64
NUMBER OF PLAYERS	1/2
GRAPHICS STYLE	SIMILAR TO STYLE
TO REMIND US OF AND RAINBOW	
SOUND	USUAL DITTIES

Single goals and screen boundaries are our friends with boundaries, clearing, and exploration. These can offer the optimal screen the screen individually, or they can be collected to create a larger weapon.

## PARASOL STARS



The hidden Nightmare World features a four-stage boss creature who is made up of abandoned limbs. By collecting the portions that have been conveniently left for you, a major explosion can be unleashed to wipe his considerable army.

quest. The individual screens vary in size, but the largest span two screen widths, and scroll horizontally to accommodate the action. In addition, these are patrolled by up to fifteen enemy sprites who follow set patterns before forming in for the kill. Normally, with as much moving on-screen, you'd expect it to slow down dramatically, but in *Parasol* there's absolutely no sign of slowing whatsoever, and even when the screen is literally covered with spikes and bonuses, the frenetic pace is retained.

**WORLD POWER** Although *Parasol* is only supposed to have eight worlds, programmer Mike West has created his own which is hidden somewhere between the second and third planets. Billed as 'Nightmare World', this eight-screen area is full of evil entities and tiny globe-like sprites who career around at great speed. Graphically, it is noticeably different from the other worlds, but you'll only get to see it if you follow exactly the right procedure. As well as this secret land, *Parasol* also contains two more hidden areas, one of which is made up of Van Helsing and the other which resembles a large zebra-striped.



## WORLDS IN MOTION

But Bob's travels bring them into contact with all manner of weird world-related creatures. One world is made up of seven nasty-inhabited screens, but awaiting your attention at the end of each world, is a larger 'Boss' creature...

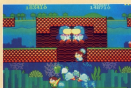
**MUSIC WORLDS:** Combining music fragments, phrases and soundtracks, this is basically a warm-up stage to prepare you for things to come.



**WOODLAND WORLD:** Here, the screen designs get more intricate, necessitating Bob and Bob to throw each other up to the higher platforms.



**OCEAN WORLD:** By now, the nasties are moving at a far greater rate, and the water which decorates the lower areas of this screen also slows you down slightly.

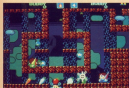




IN OCEAN WORLD, against a grimy industrial backdrop, automated facilities serve the captain in a transformer-style fire-breathing guardian.



IN OCEAN WORLD, larger predators, such as fish machines, mean that the better boat into the coast of the water-tubing this world contains.



IN OCEAN WORLD, floating castles and the like may seem to follow the original game's lead, but the new world is followed by the original game's lead, but the new world is followed by the original game's lead, but the new world is followed by the original game's lead.



**ARIBA!** Replacing the jolly airs of 'Somewhere Over The Rainbow', Parasol Stars is supported by another typically bright tune which accompanies the action.

However, for reasons best known to Taito and Ocean, on facing the end-of-level bosses, this changes to an up-beat



version of the Lambada theme. Nobody seems to know why the Latin 'music of love' was used, but it still keeps in with the silly nature of the proceedings.

the best features of Parasol and, indeed, the Bub and Bob series. The flexibility of the gameplay allows the players to complete the screens either by progressing through the levels or simply to cruise as many bonuses and find as many hidden features as possible – and as there's so much to see within the eight worlds, Parasol's lasting appeal is guaranteed.

Quite why Parasol was never made into a coin-op I'll never know, as it is a worthy addition to the Bubble Bobble family. With a predecessor as illustrious as Rainbow Islands, Parasol's gameplay had to be exceptional if it were to succeed. Happily, there's more to it than the first two, with a nice puzzle element complementing the heavily-disguised shoot 'em up action perfectly.

Each backdrop is subtle in the use of colour, with plenty of dulled hues depicting the backdrops, and these are a good contrast to the bright and gaudy sprites. They give the impression that something evil is afoot which is added to by the larger guardians who steal your attention every eight stages. Like the smaller sprites, these are both cute and deadly, and as the bosses leap around the screen they unleash mouthfuls of deadly minions, but, fortunately, special powers can be picked up to make your task easier. Eventually, their energy will be completely weakened and they will erupt into a blaze of goodness which must be collected before the screen

whites out to the next world.

The Bub and Bob series went from good to excellent in the transition between Bubble Bobble and Rainbow Islands, and this third installment keeps up the tradition. It's by no means better than Rainbow, and somehow doesn't come across as polished, but it's still one of the best games I've played on the Amiga. Graphically, it fits in perfectly with the others but the area where Parasol succeeds the most is in the over-essential gameplay stakes. The game's gentle learning curve eases the player into its intricacies, and although there's plenty of scope for progress, there's no way this will be beaten in one sitting. In all, one of the best games to appear from Ocean's home-grown studio and a credit to the Malaysian giants. The trouble with the word 'classic' is that it is given out willy-nilly, cheapening its worth. Parasol Stars, however, is truly deserving of the accolade. Their brilliance, and no mistaking.

Steve Murrett

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GRAPHICS	94%
SOUND	83%
LASTABILITY	95%
PLAYABILITY	96%

**OVERALL 95%**





## ROLE CALL

**WARRIORS** These are a combination of rangers and warriors, giving them formidable combat abilities and making them good markers.

**CLIMBERS** Armed with weapons and magic, Clerics are formidable characters. Their weapon-potential is the use of blessed weapons, but they can use clubs, war hammers and other blunt implements.

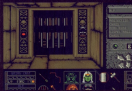
**MAGICIANS** Forget those guys when it comes to combat. They're only allowed to use knives and staves, but their magic abilities make up for any physical weaknesses.

**DRUIDS** Like magicians, they have a formidable array of spells, and are allowed to use hammers and staves. Their disadvantage comes from the detrimental effect metal has on their powers, which means they can only use leather armor and wooden shields.

patience — there are several useful ones that come in handy. Create Food appeals to itself as do shield and healing.

Initially, I thought that a game set in one large dungeon would be too limiting. I've always enjoyed RPGs that vary in content, and require a good deal of wilderness travel. In truth, *Black Crypt* is so large that you forget you're stuck in the one building. It took me over three hours to complete the first huge level. Each stage has a major problem to solve with a number housing a giant two-headed ogre who owns the key to the next level. Unfortunately, he can only be damaged with magic weapons, and there's only one magic sword to be found in this stage. Following that, you encounter a race of violent, but invisible, creatures and some gey goblins who steal your equipment before teleporting away.

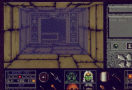
*Black Crypt*'s graphics are excellent. Equipment is easily identified and the creatures you encounter are well designed. If lacking slightly in the animation department, sound is also put in good use. You can hear something as they approach, with the sound increasing in volume as it enters the screen. There are also plenty of screams and shouts during battle. In



Most gates can be opened by touching the right icon.



Pushing can be used to keep your army in better position.



Key through this gate to be transported to another location.



Watch out, these creatures spit in deadly acid that's fatal to the touch.



## COMBAT ROCK

No matter how careful you are, you're going to get into a fight. Arm your characters by placing a weapon in the box that represents their right hand, and a shield in the left. Clicking on the character's face instructs them to look out at the nearest target. The larger the weapon, the longer it takes to swing; fists are the quickest, but the least effective, while massive broadswords take ages to swing, but can be devastating to smaller creatures.

fact, my only gripe regarding the presentation is that there are only two save positions allowed — a minimum of five would have been preferable.

Beginners and battle-hardened veterans alike will enjoy this. The puzzles are pushed at exactly the right level, the control system is easy-to-use and the atmosphere (generated in-house). Although it's highly derivative of several other titles, *Black Crypt* is a must buy.

Mark Patterson

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A welcome addition to the RPG

GRAPHICS	85%
SOUND	82%
LASTABILITY	90%
PLAYABILITY	91%

OVERALL 90%





# ELVIRA 2

## THE JAWS OF CERBERUS



**T**elevision celebrity, film star, chat show personality, media figure and merchandiser's dream come true, Elvira is all of these and the only avenue her hourglass figure hasn't explored, is that of pop star supreme. Still, Americans take their music a lot more seriously than we do these days, so perhaps that isn't a viable option. The Mistress of the Dark is back, however, and has found another niche.

Elvira's differ days are over and she's launched her very own Hollywood film studio. Unfortunately, Elvira has been kidnapped by Cthulhu, a 600 lb three-headed demon out for our champion's blood. Your task is to follow the beast's trail and rescue the dame before the world loses one of its greatest assets.

You can control one of four characters in the game: a scientist, a knife thrower, a private eye or a computer programmer. Each has their own stats which are divided into primary and secondary sections. The first are major leagues and keep an account



This collection of objects is an extremely tedious affair. Before your character can maintain an object, they must be placed on fire. As your inventory is limited to a finite number of objects, this means that useful items may be dropped and forgotten in favour of complete junk. As the manipulation of objects is all important, this should have been highlighted first.

### EXTRAS - READ ALL ABOUT 'EM

One new addition to *Elvira 2* is the Scientific Activity Sensor. This handy gadget indicates any movement in the immediate vicinity of your character. However, it doesn't like movement and is useless when being shaken or lifted. Another advantage over the original is the ability to have more than one spell running at once. Thus, it's a good idea to get Lucky, Protection and Armour spells going when all that's between you and death is a rusty old saw knife.

of the skill level you've attained in the game. These, in turn, affect the power of the spells you can cast and the damage they inflict. It also affects hand-to-hand combat and dictates whether you're a Mike Tyson or a Larry Grayson. Other major stats include experience points, which are needed to gain access to later levels, and, most importantly, hit points - the amount of damage you can take before joining that adventure playground in the sky. Likewise these statistics are the same for everyone at the beginning, the secondary stats vary with each character, but reference to the manual will sort the patch from the rest. Every avenue has been taken into account from weapon skills and accuracy to all power and resistance to poison, so choose carefully.

Elvira's studio is split into four stages. The first is a general rehearsal of the controls to get used to the controls. Nothing really happens in these initial levels and, as you wander around

the different canteens, make-up departments, typing pools and costume departments, it's simply a question of collecting up anything that's not genetically suited to its adjoining surface. This is one of the drawbacks with the system. The characters are severely limited in what they can carry and, after a few rooms, you're loaded to the gills with all kinds of junk. This forces you to create piles of garbage all over the complex which you'll have to return for when they're required. Additionally, not everything has an obvious purpose, though, which aggravates the problem, and you might discard an old bit of chewing-gum only to find that it's the last vital ingredient to a thermonuclear meltdown spell.

The simple point-and-click interface will be recognised by fans of the first game, although a few changes have been implemented. There's a comprehensive health screen depicted by a manikin to keep you informed of how your body's holding up. Each of your limbs can sustain an allocated number of hits. Exceed this and your performance will suffer. Lose a leg and you'll walk slower, an arm and your ability to carry objects will wane. A pulsating heart gives an overall idea of your health and vitality.

The other three sections take place over the studio's sound stages. Divine is being held on one of these, but to free her all three will have to be explored. Walking onto a set is very realistic as its populated with lights, cameras and other such trappings. It's a pity the janky music lets the mood. Hiding behind the three doors are The Haunted House, The Graveyard and The Catacomb. Giant spiders, zombies, Plankenstein's Monster, and a host of other mutants await you before the night is out. You won't get far without spells so make sure you have enough of the vital ingredients to make them.

As RPGs go, *Divine 2* is rather tame. There's so little to do, you'll soon be scratching out for a three-fingered pangloss to practice your dark arts on. Even the novel items, including a huge library where you can meet



Combat is easy and, surprisingly, not as effective as that of the first game. There are the truly ghoulish scenes of the original, with blood-sucking greasy animals and an undead necromancer, so far replaced with rather tame beasts who can be killed with one or two well-placed stones.

up on different monsters and how to defeat them, is dull. Who wants to thump through endless books to get a few clues? The control method, where everything must be collected before it can be examined, slows things down further, and even the rare bouts of combat are boring. The first *Divine* RPG combat system was accompanied by chilling sound effects and on-screen tomo slashes. Most of the beasts in this game are just happy to slide off the bottom of the screen when defeated.

Searching the sprawling studio reveals that collecting is necessary when that's all that can be done some problems. There are some monsters, and some monsters. There are some traps, but most are not as effective as the first. There is plenty more to explore and you can easily find the fight to the death - there, probably.

It's a little against me to say that this is a very good game, but it's not as good as the first. It's a good game, but it's not as good as the first. It's a good game, but it's not as good as the first.

There are a few things to say about this game. It's a good game, but it's not as good as the first. It's a good game, but it's not as good as the first. It's a good game, but it's not as good as the first.

*Divine 2* covers ground, but snaggling is frustratingly kept to a minimum. Your movement is restricted to about five or six frames per load, but considering the number of objects in each room, the update is fast. The graphics are suitably dark and ghoulish in parts, with some very detailed screens, but these usually cover up the fact that there's little to do in some sections.

For my money, however, I like it a lot more. *Divine 2* might be one of the most desperate wastes on the planet, but there's just have to live without me this time.

Steve Koon



#### ACCOLADE CD4.05

“Slice ‘em and dice ‘em RPG back from”

GRAPHICS	87%
SOUND	70%
LASTABILITY	69%
PLAYABILITY	76%

OVERALL 71%

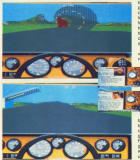
# 4D SPORTS DRIVING

**T**he trouble with the majority of vector-based car games is that they are about as fast as a stalled Lada. All the thrills of cornering at speed are replaced by sluggish handling and jerky updates—about as much fun as a stalled engine.

Notable exceptions have included Microprose's excellent *Grand Prix* and *Domar's Hard Drive*, but other offerings have been incredibly drab affairs. Not to be outdone, Mindscape have now entered the fray with a *Stunt Car Racer*. If high-speed stunts, coupled with a competitive edge, set your pulse racing, then *4D Sports Driving* is certainly worth a test drive.

Available cars range from a speedy Porsche 911 to off-road racers such as a Lancia Delta or the less-exotic Audi Quattro. Road cars include the Lamborghini Countach or an Acura NSX and there's also an Arnie-style military vehicle, the tank-like Lamborghini LM-002. If you get fed up with the game's harder obstacles, you can always try demolishing 'em with this baby!

It's possible to either race against the clock or one of six opponents. These range from the accident-prone Bernie Hubber, who makes every race seem like a demolition derby, to the super-slick road-handling skills of Sid Vicious, a mean mudda who's learnt his amazing driving skills out running cops in New York City. Tracks range from off-road racing condi-



tions you've mastered the various stunts, it's often time to concentrate on hitting your walls and improving lap times. For added intensity, there's also a lock either in your car or on the track which can be used to trap other cars.

There are 16 tracks, some of which are packed with a wide variety of loops, jumps, slaloms and jumps. Some of these are almost impossible to pull off as you've got to reach speeds of more than 100mph while turning the car through 360°. Some of the jumps are more like the Grand Canyon and others force you to take off at such an angle that you could be airborne for weeks before coming down the other side.

The courses have been expertly put together and include just the right combination of stunts to make things challenging. Mastering

the different stunts and courses will take time and the shortest path to the finishing line might not necessarily be the quickest. Don't think you can cheat by driving round the obstacles, either, as penalties are scored each time you leave the track.

Luckily, you're aided in some of the trickier aerial stunts by a useful replay facility which lets you rewind events, to just before you stalled the car. After you've pounded the game's six courses into submission and topped the loop until you're feeling sick, there's a neat track editor which allows you to design all manner of weird courses to test your driving skills to the absolute limit.

Unfortunately, the game's vector graphics tend to reduce each car to little more than a slab of metal and I found very little difference in their respective handling abilities. Once you've driven off the road, a pointer flashes to guide you back onto the track, but go too far and you're left stranded in green fields and it can often be difficult finding your way back. A *Stunt Car*-type course to tempt you back onto the course would have been a good idea as would better FX. The best thing about the game and the intuitive game-play which make it easy to move up and down the gears at the press of a button.

It's not as instantly playable as *Stunt Car Racer*, but it's certainly fun nonetheless. The vector graphics aren't the fastest I've ever seen, but nor do they move at a snail's pace. If you're tired of Microprose's classic, then this is a welcome alternative offering a wide variety of stunts and some addictive gameplay.

Dan Gillingham

**STUNTED GROWTH** Fans of Microprose's *Stunt Car Racer* will be up (and) the track and stunts as often in Mindscape's latest addition to their 4D Sports series. Whereas the ramps and roller-coaster design of *Stunt Car Racer* was replaced by a race across open roads littered with loop-the-loops and 90° turns. The basic idea is the same: press your foot to the metal, turn some wheels and make your car do fluid-like contortions through some devilishly-designed stunts. Unfortunately, driving's joystick controls are just too responsive at times, sending you into massive spins and uncontrollable slides.

## MINDSCAPE £25.99

**Stunt Car variant with plenty of tricks...**

GRAPHICS	65%
SOUND	57%
LASTABILITY	79%
PLAYABILITY	78%

**OVERALL 75%**

# A320

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## AIRBUS

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# WILLY BEAMISH



**N**ot exactly a funny thing. For instance, when I was a kid, I would have given my right arm for a pair of X-Play specs. These promised that, if I peered with several cheating gun stoppers, I would be able to look at the bones in my hand or — and this is what I really wanted them for — through women's clothing. Of course, reality was totally different and, on borrowing a pair, the bones were just the result of an optical illusion and I grew up thinking that women's legs joined at the knees. The reason for this memory? Well, DynaLab's Willy Beamish is all about that "difficult" age.

Spanning a ridiculous TWELVE disks, Willy Beamish is a point-and-click adventure following the fortunes of young Willy as he bumbles his way through life. As a nine-year-old, Willy's only aspiration is to enter the Winter video game championships, and it is up to the player to help him realize this dream. Starting in the detention room in Willy's school, the player must use the mouse pointer to collect objects and select actions and answers from a series of menus.

Unfortunately, though, for every small action you perform, there is an incalculable amount of disk accessing which, even when running from a hard disk, interrupts the flow of the game enormously. In addition, although a number of options are thrown at Willy, mistakes are almost impossible to rectify and often lead the player into a dead-end situation.

The linear gameplay revolves around picking the right answer at every key point, whether it involves helping your Mum (sorry, Mom) in the kitchen or taking a fast pass to skip a detention. However, everything happens at such a snail's pace that it had been sitting at the machine for night-on three-quarters of an hour before anything integrative to the plot happened! OK, so this is the price you pay for such impressive graphics, but even they can't disguise pure tedium. Anyway, after enduring much accessing and even more fancy screens and slow animations, I watched uninterested as, after loads of dull family waffles about the older sister's boyfriend and the like, Willy's Dad announced he had been

## WILLY WIN?

Starting Willy's actions is simply tedious. Using the mouse to guide the pointer, the arrow you control will change colour if there is something "visible" in the vicinity. In addition, when the arrow comes near a possible exit, it will change to an outline indicating you can leave. To use objects, Willy has a cabinet which explains everything to him colour-coded, and using or giving an object is just a matter of clicking on the required object and moving it to the place of use. In addition, by clicking on the right mouse button, the arrow has changes to that of a magnifying glass which allows the user to search individual objects.

made redundant. Willy then has to come up with the entrance money needed to take a train to the Winter championships and the actual adventure begins — along with a further series of screens and options.

I really like the idea of basing a game on a nine-year-old's point of view, but Willy Beamish is bogged down with tedious loading and intermission screens. As you ride through the walls of waffle it is very easy to lose your train, and dull your chances of reaching the championships. Granted, the graphics, sound and the simple control system are excellent, but the continual accessing and waffling often ruins any real enjoyment.

Steve Marriott

Willy's control cabinet has a variety of items you can use. Just by pointing to the area you wish to interact, you can interact with the items.



Right, it's right. Once Willy is on his way, he can go to the next room and find the key to the door.

Willy's Dad has a car and a motor bike, but he can't use them.

## DYNAMIC CD-ROM

Promising adventure but a poor conversion

GRAPHICS	94%
SOUND	82%
LASTABILITY	35%
PLAYABILITY	31%

OVERALL 48%





**M**y dictionary describes a Harlequin as a stock comic character, a masked clown in a diamond-patterned costume. What's more, the word is also the title of a line of chocolate bars and that metaphor probably sums up Gremlin's new platform action better than the clown one. Like the chocolate, Harlequin is rich and varied in its contents: from the full Classical delights of the Stratospheric elements and the Cerebral What? variations of the impossible Maxis-like sections, the game contains elements drawn from practically every platform game that has existed — including *Harlequin*, no less! — and combines them into an excellent mixture. In fact, the only horrible Orange Crate bit of the game is the unfair nature of some of the more persistent nasties. Anyway, enough of the pretentious stuff; what we actually have here is another excellent platform game to add to the already-considerable pile.

Set across twenty-three massive scrolling stages, Harlequin follows the adventures of the diamond-suited figure as he leaps, swings and runs across the platform-laden courses. The game's scenario is as odd as the dancing hero's dress sense, and tells of the Harlequin returning home to find his homeland of Chimera desperately sick with a broken heart (personally, I didn't know that clowns could have girlfriends — perhaps that's what those "Twinned With" signs mean?). As a result, evil bastards have taken to patrolling the once-jolly streets and have sealed the area off. The game's packaging contains an ode which asks: "Who could have done such a thing? How can Harlequin find a broken heart? Where would he start?" Answering the questions in order (that's what you have to find out, by solving the levels for the four pieces) and at the bottom of the massive clock tower in the centre of the town. Standing at the shattered base, there is a barred door immediately behind the Harlequin, and this is the puzzle that introduces the player to the game's many ideas.

# HARLEQUIN



Chances to turn to complete a stage appear when you reach a Mechball pit — right field, you're on your own...



Carroll leads to the final, great Harlequin with a luxury space hopper which is necessary to reach some of the game's more inaccessible areas.



To bypass the underwater sections, you have to transform into an Angel Fish — complete with diamond scales.



**BOXING CLEVER** Collecting the bonuses within the Jack-in-the-Box is the key to reaching the later stages. Each of the collected bonuses is only useful for a temporary period, though, so beware:

- UMBRELLA — slows your descent when falling from a distance.
- SPACE HOPPER — using this allows you to jump higher and cross any voids you find on.
- ANGEL FISH — transforms you into a speedy shagpered fish for those underwater sections.
- PRINCIPLES — these guide Harlequin and kill anything he needs. Up to four can be held at any one time.
- HEART — improves your firepower.
- ROUNDER — gives a boost to your energy level.



Featuring the gothic-style visuals, these levels are most like the best hidden screens in the class to have workings to be great.

From the starting position, the screen scrolls in the customary eight directions, with the level's many platforms rotated by manic clocks which drop from above and other larger bodies. These give way to an assortment of scooped, and the like on later stages, but contact with any of them saps the Harquebus's energy until one of his three lives is lost.

Scattered among the dark backdrops, and quite easily missed by a speeding clown, are a series of intelligent-looking switches. These play a major part in the Clown's task, and flicking them will alter a section of the screen, rendering it accessible – for instance, a platform may appear to bridge a chasm or start to move. Thus, by flick-

ing these, and performing specific tasks, the Harquebus is taken further into the massive adventure.

As you get deeper into the game, the backdrops change to depict Tivoli Wonderland, buildings made of playing cards, and eventually lead into a land made up of sheet music where the final confrontation awaits. To protect himself from the attention-hungry energy-sapping alien presence which adorns virtually every ledge and platform, our hero is armed with a rather scary set of bombs which he can use to blast a path through their waves – the power of love, I suppose. Initially, however, this weaponry proves to be rather ineffectual but help is at hand in the shape of a series of

Jack-In-The-Boxes which, like the switches, make regular appearances across the levels. On touching these, they spring open in a flurry of goodies, and grant the Harquebus with one of his bonuses. As well as the usual extra weapons, and health, you are given an unlikely selection of space hoppers, umbrellas, and the ability to transform into an Angel Fish – complete with conquered gills, no less!

Harquebus is the first game from newsgroup, The Warp Factory, and it's an impressive debut. Whilst the actual clown sprite is small, he is particularly well-animated and is also easy and responsive to control. Throughout the game, there is a dark mood which offsets the

colourful graphics nicely, and although the many backdrops could never be described as dull, the use of shadows gives them a dark-laden feel. As mentioned, Harquebus doesn't differ from dozens of games – he swings to and fro just like that coin-op veteran, Hunchback, he climbs angled walls better than Hsu Shider, and some of the later/later stages would give Mario a run for his money. In fact, the more I play Harquebus, the more I like it. It abounds with pleasant little touches (the screen fades out in the shape of a heart, for instance), and more importantly, has got what it takes in the playability stakes. It's one of the biggest and most fun to play platformers I've seen for a while, and whilst that phrase has been overused in the last few months, Harquebus will outlive most of its kind. It's polished in every respect and, unlike most of the new platform game entries, it also has a dash of originality. To return to my opening metaphor at the start, it's choc-fai of goodies!

Steve Merritt



The backdrops change from the dark cloth and the switches to points, space, and cards made up of playing cards, to depict the entire game's theme, to the final confrontation of the game's ending. The game will prove to be a



The Harquebus can get about using whatever comes to hand – including death stars and bombs. The life goes on a similar way to the switches, but the death stars makes the screen to be a



#### CRITIC'S CHOICE

Superb platform fare – highly recommended...

GRAPHICS	86%
SOUND	80%
LASTABILITY	93%
PLAYABILITY	91%

OVERALL 91%

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# LEISURE SUIT LARRY V

I've been a fan of Larry Laffer's antics ever since I first saw him strut across a grainy ST screen, and each successive adventure has taken the games into everier state ever further. This, the fifth in the series, has now done away with the text entry system of the past games, and, most notably, Larry has changed from a white-suited

stick figure to a swaggering nerd — complete with bald spot.

At Lowe's Larry character resembles someone we all know, and his adventures are as free to bed countless women as John to the Carry On series of films. This time, he studies the falling with the Passionate Potty character who appeared in Larry III,

and who is the nearest female equivalent to our hero you are ever likely to meet. We are re-acquainted with Larry as he skivvies away for a life-size-style bunch of TV net-workers.

With their subliminal messages and porn videos losing sales to cable TV, their big crackles the idea of coming up

with a 'Blind Date'-style show where the nerdy host must locate and bed the dearest old toiler in America — the nation will then be outraged, and the under-the-counter market for the series will boom! If even a person was destined for the job, Larry's the man. Thus, armed with the names of the three proposed contestants, Larry must jet off to each destination in search of a coach to cast them on. Meanwhile, Potty has been fired from her singing job, only to be approached by the FBI to crack Mr Big's plan. Thus, as the plot switches between the cluck's hapless escapades in a series of object-related puzzles, they eventually meet up to crack a plan which will, hopefully, mean that everything works out nicely — possibly resuming the romance neither can remember from the last game, too?

Apart from the improved and simpler control system,

## DISK-ASTER! Warning!

Those of you who will be renting Larry II from a floppy-based system are warned to try the game out first. A lot of swapping is involved, and this changes once between virtually every screen — and this can prove most tedious. You have been warned...

## THE OLDEST SWINGER IN TOWN

Dressed in his best white leisure suit, Larry Laffer has been 'on the pull' for nearly seven years now. From his early days as a stick figure, Larry has had more than his fair share of bad luck in love. The first game was spent in a vain search for romance (leading to speedy burn out... well, staying there... really?), whilst the latter adventures saw Larry's look starting to improve as he won a cruise on a 'Wheel Of Fortune'-style TV programme, before getting shipwrecked on a mysterious island. It was here, however, that he met Potty — the only woman for him (more or less). Their adventures have taken them apart again — but not for long if Larry has his (revised) way...



there's not a lot left to be said about Larry IV. Fans of the series know what to expect, but this sequel seems to be slightly easier than the previous adventures. Graphically and, ironically, it's the best yet, with plenty of hidden in-jokes and easy-to-remember 'two risky' mark (the ability to raise the 'fifti' level is nicely missed, though). The plot, however, is a little uninspired compared to the tropical paradise and space mix, or the sheer pulling plenty of the first games. A little pricey at its thirty-five quid tag, I came away from Larry V neither particularly impressed or disappointed. It's still a cracking game, and one that I think will end up in many a casual adventurer's software library. It certainly deserves to.

Steve Merritt



Swapping with the other characters and performing the necessary actions are all affected using the mouse.



SIERRA £34.99

Larry's best score of his tested putting power

GRAPHICS	86%
SOUND	79%
LASTABILITY	80%
PLAYABILITY	83%

OVERALL 82%

QUESTION	ANSWER	EXPLANATION
1. A patient is admitted to the hospital with a diagnosis of acute myocardial infarction. The patient is in the hospital for 3 days and is now being discharged. The patient's vital signs are stable, and the patient is able to walk without assistance. The patient is discharged on aspirin, beta-blockers, and statins. The patient is instructed to take the medications as directed and to return to the hospital if they experience any chest pain or shortness of breath. The patient is also instructed to follow a heart-healthy diet and to exercise regularly.	Discharge planning	Discharge planning is the process of preparing a patient for discharge from the hospital. It involves assessing the patient's needs, developing a plan of care, and providing education and support to the patient and their family. In this case, the patient is being discharged on medications and is instructed to follow a heart-healthy diet and exercise regularly. This is all part of the discharge planning process.
2. A patient is admitted to the hospital with a diagnosis of pneumonia. The patient is in the hospital for 5 days and is now being discharged. The patient's vital signs are stable, and the patient is able to walk without assistance. The patient is discharged on antibiotics and is instructed to take the medications as directed and to return to the hospital if they experience any chest pain or shortness of breath. The patient is also instructed to follow a heart-healthy diet and to exercise regularly.	Discharge planning	Discharge planning is the process of preparing a patient for discharge from the hospital. It involves assessing the patient's needs, developing a plan of care, and providing education and support to the patient and their family. In this case, the patient is being discharged on antibiotics and is instructed to take the medications as directed and to return to the hospital if they experience any chest pain or shortness of breath. This is all part of the discharge planning process.
3. A patient is admitted to the hospital with a diagnosis of heart failure. The patient is in the hospital for 7 days and is now being discharged. The patient's vital signs are stable, and the patient is able to walk without assistance. The patient is discharged on diuretics, beta-blockers, and ACE inhibitors. The patient is instructed to take the medications as directed and to return to the hospital if they experience any chest pain or shortness of breath. The patient is also instructed to follow a heart-healthy diet and to exercise regularly.	Discharge planning	Discharge planning is the process of preparing a patient for discharge from the hospital. It involves assessing the patient's needs, developing a plan of care, and providing education and support to the patient and their family. In this case, the patient is being discharged on diuretics, beta-blockers, and ACE inhibitors. The patient is instructed to take the medications as directed and to return to the hospital if they experience any chest pain or shortness of breath. This is all part of the discharge planning process.
4. A patient is admitted to the hospital with a diagnosis of chronic obstructive pulmonary disease (COPD). The patient is in the hospital for 10 days and is now being discharged. The patient's vital signs are stable, and the patient is able to walk without assistance. The patient is discharged on inhalers and is instructed to take the medications as directed and to return to the hospital if they experience any chest pain or shortness of breath. The patient is also instructed to follow a heart-healthy diet and to exercise regularly.	Discharge planning	Discharge planning is the process of preparing a patient for discharge from the hospital. It involves assessing the patient's needs, developing a plan of care, and providing education and support to the patient and their family. In this case, the patient is being discharged on inhalers and is instructed to take the medications as directed and to return to the hospital if they experience any chest pain or shortness of breath. This is all part of the discharge planning process.
5. A patient is admitted to the hospital with a diagnosis of diabetes mellitus. The patient is in the hospital for 12 days and is now being discharged. The patient's vital signs are stable, and the patient is able to walk without assistance. The patient is discharged on insulin and is instructed to take the medications as directed and to return to the hospital if they experience any chest pain or shortness of breath. The patient is also instructed to follow a heart-healthy diet and to exercise regularly.	Discharge planning	Discharge planning is the process of preparing a patient for discharge from the hospital. It involves assessing the patient's needs, developing a plan of care, and providing education and support to the patient and their family. In this case, the patient is being discharged on insulin and is instructed to take the medications as directed and to return to the hospital if they experience any chest pain or shortness of breath. This is all part of the discharge planning process.

**SLIDES 10-13**

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CAVEO

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**Y**ou've got to hand it to the Japanese. The Land of the Rising Hi-Fi Stack consistently pumps out some of the best computer and video games in the world. Nearly all the coin-op and console manufacturers are based in Japan and both Mario and Sonic are household names whose games are guaranteed to sell in their millions.

Here's another brilliant Jap game that originally appeared on the hand-held PC Engine, was revamped for the arcades, has just been released on the Game Boy and which has now found itself converted for the Amiga. The convoluted scenario has you donning your best pair of moon boots and an over-sized fish-bowl space helmet in your quest to rescue your girl from the

clutches of an evil wizard who has kidnapped her to tie his eternal slave. However, to reach the wizard's far-away castle involves a trek across forests, mountains and rivers and all the time the wizard's minions are out for your blood.

It's a typically cute affair set over a marathon eight levels made up of 64 separate stages. Each one is populated by an army of nasties enclosed in a maze-like arena. Armed only with an unlimited supply of bombs, you have to blast your way through the maze, blowing the legion of ghouls and fish-like beasts to smithereens as you progress. Each stage has a hidden transporter buried beneath one of the many granite blocks littering the maze. Once all the nasties have been blown away, it's

then a mad dash to find the transporter and thus reach the next level.

There are a wide variety of nasties to blow up. Some aimlessly wander around the screen while others are more intelligent and will hunt you down. There's also one special power-up hidden in each maze. These can increase the number of bombs you can drop, the length of their blast or give you the option of detonating bombs via the space bar. This last option is particularly useful for planting a series of bombs and carefully triggering them when the nasties rush by. There are also a pair of skates to increase speed, a special icon which allows you to move through the granite blockers and various extras such as lives and time.

Every eighth stage there's

### I'M TURNING JAPANESE

If *Dyna-Blaster* looks familiar, that's because it's based on the best-selling PC Engine game, *Bomber Man*. But why the name was changed for the Amiga market is a mystery, but what is evident is that all the playability of the original has been retained. Let's hope we'll soon be seeing other NEC console games being converted for everyone's favourite home computer. Likely candidates might include the PC Engine's very own Mario-type character, *Bom*, and the blistering shoot 'em up, *Gun Ghost* (known as *Shooting Laser* in the States), with more amazing power-ups than James 2, *A-Type* and *J. D.* (continued)

a special bonus maze which involves some super uglies which have to be repeatedly blasted before they're reduced to a stringy crater. The final level involves a showdown with the wizard and his henchmen in a manic dash across an uncluttered maze.

As with all such games, *Dyna-Blaster* really comes into its own as a two-player game. This involves a Spy vs Spy dash around a maze as each of you attempts to plant bombs in each other's path. These are power-ups aplenty and the action really is fast and frantic. Even better is a three-, four- or even five-player option thanks to a special joystick adaptor that comes with the game. This plugs into the parallel port at the back of the machine and gives the game a whole new dimension when there's five of you battling it out.

Admittedly, the random mazes of the one-player game do become boring after a while, but the multi-player games more than compensate for such shortcomings. A great game.

Don Stringfellow

# DYNA BLASTER



This evil wizard's castle is sealed with the equally evil henchmen.



No wasted time in plant a number of bombs in the same area. When one has created it's more than likely to set off a chain reaction.



Unfortunately, due to each stage being randomly generated, some games give you no chance with the nasties being placed right by your side.



Depth's four-minute time limit, though simple time to complete each stage.

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**6** Despite its game that'll go down a bomb... **9**

GRAPHICS 82%  
SOUND 78%  
LASTABILITY 90%  
PLAYABILITY 81%

**OVERALL 84%**



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**S**implicity is often the best policy in the games world (and you can't get much simpler than Indy Heat). The hair-apparent is Off Road Racer, Indy Heat is an exact replica of its coin-op cousin, the only difference being the reduction in participating cars from five to four and the omission of a four-foot six hardwood cabinet.

Although four cars can compete in each race, there's only a couple of joystick ports on the Amiga, so some poor soul's going to have to use the keyboard while the fourth car is computer-controlled. The controls are easy, and that's no mean feat considering the transition from foot-pedalised coin-up to home computer. Once you've grown accustomed to the joystick controls replacing the natural curve of the steering wheel and the fire button replacing the foot pedal, you'll be racing like a real pro in no time.

Ten tracks are on offer and, as these can be used both clockwise and anti-clockwise, you've essentially got 20 tracks on which to burn rubber. Each competitor is awarded prize money depending on their placing and this is used up in an extras screen that would put Halcors to shame. Extra lapses, super grip tyres, spider oil leaks, souped-up engines and life-saving buttons can all be bought in the shop after every race.

Races take place all over America, from Illinois to Kentucky, and with each location comes an ever-increasing number of laps to complete. Things start off gently enough with a mere five, but by the time you've reached the top of the table there's a grueling 12 to be raced over. You might think that the tiny splits don't do the racing justice, but they move smoothly enough and, when they're taken too many hits, they actually burst into



## COINING IT

Each player gets three credits and three coins. If you lose a race you lose a coin and, when all the coins are gone, you lose a credit. When the coins run out all these fancy add-on bonuses will return to normal and you'll have to start from scratch.

lames leaving bits of bodywork all over the track. It's here that the driver's cunning comes into play, as the cars can only stand a few hits before they need the pits. First you are warned by your mechanics holding up the pit card. If you ignore him your pit crew will shout for you to come in for repairs. Choose to ignore them at your peril, as without the vital repairs you'll be reduced to a shuddering wreck. All the drivers are susceptible to damage and, if you choose your stop at the right time, you can turn them off their line squashing the pit crew with a gratifying crunch!

The music and sound effects that accompany the game add considerably to the proceedings. Considering the unplayability of most racing-track games this one is an absolute gem. If you haven't got a friend to race against, it will lose its charm in the end, but until then you'll have a blast.

Steve Davis

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GRAPHICS	76%
SOUND	80%
LASTABILITY	76%
PLAYABILITY	80%

OVERALL 80%

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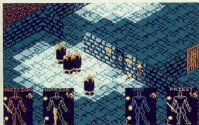
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# SHADOWLANDS

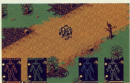


Above: Shadow's Shadowlands is all its glowing glory as our party sets out into the darkly lit Japanese land.

**F**rom converting coin-ops to developing RPGs might not be the most logical of moves, but London-based Targem are hoping they've managed to make the transition and designed the ultimate in Japanese role-playing games. With the likes of *Dungeon Master*, *Might and Magic*, *Phantasy IV* and *Diablo* (which Black already available, it's a breath claim to make but, here, after months of hype, is the jewel of the party).

Killed by the evil forces of the Shadowlands, your spirit has miraculously remained intact. With your village torn asunder and your family slain by the (spooky) minions of the region, you seek revenge upon the bloody reapers. Boosted by strange supernatural powers, you have possessed the minds and bodies of four unfortunate travellers and enlisted them in your campaign to exact revenge.

The four travellers under your control have random combat, magic, health and strength ratings. There's also a neat identifier feature whereby each character's facial characteristics can be built up from a number of different chins, eyes, hairstyles and features. The Japanese-



to the game progresses, the parties get more and more complex. At first, they involve merely a combination of forces, weight, resistance, speed and more. Later, there's a particularly nasty one which involves the attempted murder of one of your party in order to make any progress.

style graphics used here are a recurrent theme throughout the game and certainly make a change from the European-inspired graphics of *Eye of the Beholder* and *Dungeon Master*.

The game begins in an

apple orchard, with plenty of fruit, sticks and even a discarded bow and arrow to collect. It's best to scoop up anything that's not bolted down as you never know what might be useful in later levels. There's nothing on this level to cause any problems, except for a few vicious vines, but since you've entered the dungeon complex the bad guys come thick and fast.

This is also where Targem's much-touted Photocopy lighting technique comes into play. The main light source in the dungeons comes from a number of burning torches, with each one throwing out an arc of light. This lights up the immediate area, but leaves the rest of the dungeon dimly lit and receding into darkness. It's not just a gimmick, though, as many of the game's puzzles are light-activated and the day-to-day surroundings also help create a dark and foreboding atmosphere which permeates much of the game.

Even when it's completely dark, it's still possible to make out the silhouettes of enemy warriors as they patrol the corridors and labyrinthine of the strange underworld, but some of the most important weapons, spells and



The inventory screen from your own stand at your quarters. Be careful not to overuse your axe, however, as it'll be tough to keep up with the gobs.

## SHADOWLANDS

puzzles might be left uncovered. A hints-based tip system is also rendered accessible if you run out of torches, as the helpful information can only be accessed when the platforms on which they appear are illuminated by torchlight. Lose all source of lighting, and you'll be well and truly stuck. Moreover, some of the samurai-type warriors wandering the levels are attracted by fiery torches, whereas others are light-averse if.

Shadowlands adopts an isometric 3D view of the proceedings similar to Core's *Heimdall*. This reinforces the idea of your detached and watching and guiding the four adventurers throughout the game. What stands out most of all, though, is the incredibly simple user interface with an impressive array of commands at your disposal. Each character can pick up and throw objects, read clues, engage the enemy, and perform various functions simply by the click of a mouse button on their skeletal forms at the bottom of the screen. For example, by clicking on one of the legs it's possible to guide the character around the terrain. It's an incredibly simple control method and works a treat.

There are six main levels to the game with some containing several more sub-levels. The dungeon world is first and is populated with a fearsome array of warriors and subtle sword-wielding marauders. Next up is a maze-like level based on the famous Hampton Court maze and

**TREE-MENDOUS** For those who want a bit of extra protection as they enter the Shadowlands, there's a couple of treasure chests scattered in the apple fields of the first level. These are jam-packed with events and magic fireball spells and enable you to create virtually any creature who is foolish enough to attack your party in the first few dungeons. So where are these handy war chests? If you manage to find the 'Welcome to Shadowlands' statue just off to the right, look at the main road tracks, walk to the tree directly on the right. Picking that picked up some of the fallen apples, check a couple of the tree and, well, two weapon-packed chests magically appear. Don't walk into the water that also appears, however, as you'll be ripped to shreds.



The identical screen at the start of the game lets you alter the build characteristics of the four characters as well as fiddle with their combat settings.



Left: The thompson four-apple maze will have you going round in circles. The full of Shadowlands and mounds. Second soldiers who are cutting faster than a pair of guillotines. When a character gets too close to a wall he doesn't become too close to the wall temporarily, shows as you can see what's going on.

patrolled by solid dog-demons and tough-but-dim warriors who have the reflexes of a slug. An 18-level level immediately follows and, whilst providing a refreshing change in graphics, is chockful of beasts ripe for the slaughter and some quite devilish traps and puzzles. The game finishes on a high-note with a gigantic cave system to explore.

My only real quibbles with the game are the 'buref' scrolling and the main sprites. As each character wanders near to the edge of

the screen, the action is recentered around the group, and this is painfully slow at times. The main character sprites are also slightly disappointing and look more like spindly paper-dollars than the chest-popped heroes that you'd expect. But this really is nit-picking and the game's many plus points far outweigh any criticisms I can levy at the game.

Admittedly, there's little in the way of character interaction except for a bit in the face, but what we've got here is a contender for the RPG

crowd and a thoroughly engrossing and entertaining game to boot.

Don Singaby

## AMIGA SPEC

MEMORY REQUIRED	512K
SCREEN SIZE	320x256
COLORS ON SCREEN	16
LEVELS	18
DIFFICULTY LEVEL	8
NUMBER OF PLAYERS	1
DEVELOPMENT TIME	18 MONTHS

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GRAPHICS	85%
SOUND	60%
LASTABILITY	97%
PLAYABILITY	89%

OVERALL 91%



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# ABANDONED PLACES

**H**ungary isn't noted for a great deal apart from Goulash and the occasional revolution. Its latest fall, though, is computer programming, and this is one of the first Hungarian games to be released in the West.

At first, *Abandoned Places* seems to be a run-of-the-mill RPG. Indeed, it's very reminiscent of both *Dungeon Master* and *Captive*, but has enough originality to escape being labelled a rip-off. The plot centres around a group of heroes who have been imprisoned in a tomb for the past 800 years. During their extended vacation, the surrounding kingdom has fallen prey to dark forces, plus all the usual malarkey, such as two-headed calves and failed crops. At last, though, someone has come to free you from your rocky tomb, and without an inkling as to what's really happening you set out to save the world.

Unlike most RPGs, there's no character generator, so you're stuck with a choice of ten pre-set adventures. What's worse is that you're not even given a list of their stats, so you only find out who the duffers are through trial and error. It's a pity really, as building your own team is a lot more fun.

The in-game control system is comprehensive, it's a little awkward at times. Selecting spells, for instance, can be difficult during combat: you must ensure the right character is facing the right way, and then scroll

through a list to find the appropriate enchantment. A character is equipped by dragging an object over their body, while weapons are placed in hand slots.

Clicking on the arrows in the left of the screen steers the party. Objects are collected by clicking on them and dragging them into the character's inventory. Similarly, to use an object you have to take it from the inventory and place it over the target.

Unfortunately, when holding an item you're not told what it does. This is rather annoying, but you'll soon get the hang of jumping in and out of burning rooms to see if your latest find is actually a fire-protection ring or some other trinket.

The graphics are very elementary. Many of the backdrops are refreshed for later and some of the creatures are laughably bad. The attractive still screens that appear when a major event happens, though, are minor saving graces.

Don't let anyone kid you, size IS important, and *Abandoned Places* is big. The initial dungeons ease you into the game, but the later areas make it the largest RPG I've played.

For all its inadequacies, *Abandoned Places* sets a worthy challenge. An animated intro sets the scene and, after that, information is scarce. Once you've escaped from the first dungeon you'll realise how big the game world is — there are dozens of

towns, dungeons and quests to discover. It's a lot rough around the edges, but *Abandoned Places* has all the essentials that makes a worthwhile RPG. Check it out if you're after a real challenge.

Mark Patterson



There's nothing original about the graphics in view of perspective but what *Abandoned Places* does to present it more than makes up for it. 10/10. The more for this game is needed.



Selecting spells for use in combat involves scrolling through a hefty inventory.



The dungeons in *Abandoned Places* were inspired by the diagrams that you find under the old city of Budapest.

## AMIGA SPEC

MEMORY REQUIRED	512K
SCROLL SPEED	N/A
COLLISION DETECTION	N/A
COLORS ON SCREEN	16
LEVELS	1000s
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	100s
NUMBER OF PLAYERS	1
GRAPHICS STYLE	SIMILAR TO DUNGEON MASTER
SOUND	AVERAGE MUSIC/EFFECTS

## ELECTRONIC 200 £29.99

All the essentials of a worthwhile RPG...

GRAPHICS	65%
SOUND	74%
LASTABILITY	90%
PLAYABILITY	80%

**OVERALL 83%**



# ACTION



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**NEW**

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**NEW**

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**NEW**

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#### ★ SLOW ACTION MODE

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#### ★ RESTART THE PROGRAM

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#### ★ FULL STATUS REPORTING

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#### ★ POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture give unique on-screen status 'viewing' shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!

**NEW**

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#### ★ JOYSTICK MANAGER

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**NEW**

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#### • DISKORDER

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#### NEW SET MAP

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# STORM MASTER

If you thought strategy games were as fast-paced and interesting as a complete rental of the "Cricketers Almanac" by Mr. Bean, think again. In their latest game, Simutronics have used an original scenario, in-depth gameplay and enough options to keep a Russian chess champion happy. *Storm Master* combines war, politics, economics, power-broking and anabolic sequences to produce an exciting cacophony of action rarely ever experienced in the genre.

Set in the lands belonging to Etila, and her opponent, Sharukasia, much depends on the prevailing winds which sweep powerfully across the realm. Gush is their strength that they provide power for transport, stimulate output, boost national income and, ultimately, are the catalyst for

victory. As, the new overseer of this blowy land, you must rule your kingdom wisely and destroy the seven cities of the evil Sharukasia aggressors.

You have complete control over your nine counselors, who range from simple one-task characters, like The Advisor, who provides information about the kingdom, to the military genius of The Commander, who handles the recruitment of soldiers, and the building of air fields. These and other men also help you feed the population, build your defenses, gather up armies, and maintain stability in the country. His air character is more important than any other, and while it might seem attractive to amass forces, if you neglect the other members of the council, they'll up and leave your circle to defect to the

other side, taking their vital skills with them.

As with most "God" sims, the key to survival is the generation of money. This is the Master Builder's task. He must plant the wheat and place the cattle which will keep the populace happy. Once placed they can be taxed, but not too harshly as a heavily-burdened city will revolt and destroy itself. As soon as a reasonable standard of living is achieved you can then think about profit.

Your main source of income are the mills. These are expensive, but if used wisely they will reap huge

rewards. Their production levels are determined by their location. If placed in the mountains they'll produce the iron needed for propellers, shields and engines; if placed in the plains they'll assemble sails and balloons, used for the huge flying battle ships. And if a mill is put in the forest, the wood is used to build vessel structures. All this produce can then be sold via the High Constable. He will enter into the market place and either sell any surplus or initiate a deal with another country for something you have little of. But because the mills aren't self-sufficient and

**THE RITE STUFF** Build a temple for the Deoband and you can open the power of the winds any time you like. This takes a little practice to perfect, but click on the different members of the wind's congregation and they start to perform certain rituals. Using the psychic power they generate, you can unleash anything from a small gust to a full-blown thunderstorm that can be let loose on your opponent or harnessed to fuel your mills.



The white most difficult reactions of the game is the character's temper. Unfortunately, in order to select the charts come up does not change so with time you'll be able to control the very winds that blow throughout the kingdom.



Almost as much can be learned with the character and his assassin as in the market place. Buy or sell produce to take that extra dollar coin for a longer campaign. Just before embarking upon the country's Commander and Leonardo for his.



# MASTER



## STOP THE CLOCK!

It is possible to effectively stop parts of the game by speeding up time. However, the time periods you skip past will be wasted, unless the characters will put it to good use looking up their taxes ready for the next battle.

requires financing, a happy medium must be found between profit and loss.

Each character has their own responsibility, but must work in conjunction with the others if you are to dominate. For instance, you can get the Cooksack to walk to a part of the country where you're thinking of building a mill and check the location for winds. Any mill in an area of favorable weather will achieve incredible profits.

The options for a rich country are limitless. You can

pay the Inquisitor to spy on the opposition or on your own people. He can even send out his assassins to lay off the council's rivals. Perhaps one of the most enjoyable characters is Leonardo, who will present you with the blueprints of the ships which can conquer Shurkandia.

There are four types to experiment with and all have different properties. Their are light and fast, but can't carry many men, while Noone are extremely heavy and slow, but can carry a huge army for the looting of cities. When equipped, each ship must



Every ship needs a crew. For what price?

then pass a flight test which, if failed, means all campers and crew are lost in a puff of smoke. After a successful flight it's off to the factory and, providing you have enough of the key elements, you can commence mass production.

All that's left is to build an air field and station your planes for an attack across the water. Check the location of your opponent's air defenses and make sure you have enough money for the campaign. If you're stuck in enemy territory and are out of time, your ships will begin to blow up one by one until you return. It's not all strategy though, and once you come into contact with enemy aircraft you can switch to a 3D arcade shoot 'em up complete with huge wooden crowbar balls and catapults.

Storm Master is a hugely

entertaining game that breaks the strategy mould. There's so much to do that sometimes you'll just sit back and stare at the screen in desperation for what to choose next. The screens are beautifully drawn, although the sound aren't up to much. That said, you won't have more fun with a strategy simulation anywhere.

Steve Koon

## SUMMARYS C25.35

Shooting in the wind has never been such fun

GRAPHICS	80%
SOUND	69%
LASTABILITY	90%
PLAYABILITY	89%

OVERALL 89%

# TUSKER



System 3's C64 games never really converted that well to the Amiga, and *Tusker* is a perfect example. Set in Africa, the player steps into the SnakeSkin boots of an Indiana Jones look-alike who is out for untold riches and adventure. Sadly, all he finds are a series of sandy flick-screens and a handful of ready-to-shoot natives. Granted, as the game progresses, there are a few nice ideas, such as mutated insects and some quite detailed hidden cities, but the game is a repetitive runaround and your journey will be fraught with hit and miss escapades as creatures appear out of nowhere to claim one of your lives. Add to this a rather annoying object-selection system, and *Tusker* confirms itself to the *Telecom* School Of Gaming.

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# PRINCE OF PERSIA

When Domark originally released this in December '80, it breathed new life into the platform genre. Up until *Persia's* arrival, the platform game had become stale and bland, with numerous antedotes to the Mario theme disappearing without a trace. PDP, however, went completely the opposite way and created a game that even console owners went green at. Controlling one of the most athletic and superbly-animated sprites ever, the player was given the task of exploring a series of trap-laden levels in search of your kid-snapped girl. Set against a light blue tint, the game is the Amiga's equivalent

of an Enid Penie movie: it has sword-fights, grisly ends to the unwary traveller, and jumps that require pixel-perfect positioning. Of course, all this has been tried before, but none have put them together with the panache that *Wonderland's* coding shows. A classic, *Prince Of Persia* would still be recommended as a full-price release, but for less than eight quid you ought to be locked up if you miss it.



**RESRAY OUT NOW £7.99 94%**



Steve Morrett, CU's resident skin flint, peruses the veritable cornucopia of budget games set for release this month. . .

# PICTIONARY

The boardgame conversion is a bit of an oddity. Unless it saves you loads of paper or bother, as in *Ellie's Battleships*, they tend to be a bit of a waste of time. However, this theory really goes for a Burton when used to describe *Pictionary*. In case you aren't familiar with the board game, a series of drunks draw what they think will describe a word, phrase or TV programme and the other drunks try to guess what they're trying to get across. Replacing the paper and pens with a single drawing package, Domark attempted to recreate all the drunken frolics on the Amiga, but the unwieldy and slow drawing system makes the game extremely tedious and long-winded to play. Everything else is fine and the computer handles the rules amicably, but I couldn't be bothered to go back after a couple of games, and I doubt if you will.



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# FIRST SAMURAI AND MEGA-LO-MANIA

**F**ollowing Nintendo's rapid demise after the Maxwell scandal, UBI Soft have been extremely quick off the mark and have acquired Wild Image's superb *First Samurai*, and have bundled it with Sanyal Soft's equally excellent, *Mega-Lo-Mania*. Although calling this a compilation is



stretching the meaning of the word a little, it offers unrivalled value for money as both of the games are among the best of their respective genres. Wild's *Samurai* is a massive platform affair, containing arcade/adventure and beat 'em up ideas, whilst *Mega-Lo-Mania* is one of the most playable 'God' sims ever to hit the Amiga. Put quite simply, no Amiga owner can afford to be without this duo and UBI's pack is quite easily the best thirty-quid you're ever likely to bag.

UBI SOFT OUT NOW £39.99 **95%**

GAME OF THE MONTH

# JAMES POND

**B**efore there was Hobbes, there was Pond... James Pond, and whilst the games are radically different in style, Millennium's first aquatic outing is a sterling budget release. minus the astounding powers of the second game, Pond is out to sort out the evil Doctor Maybe who is polluting the world's oceans and killing off all of our hard's chums with his foul toxins. Thus, in a series of scrolling arcade/adventure missions, James is out to thwart the plans and stop the tainting of the seas. All this is achieved via a series of object-related puzzles which gradually allow Pond to access further reaches of the play area. Unfortunately, though, the pollution is affecting the sea-



life who consequently turn on the aquatic agent. A lot slower in places, James Pond's major problem is that its sedate pace makes it rather too easy to solve. None of the madness prove any real



happily which, whilst not doing anything for the game's lasting appeal, may make it worthy for the younger player.

GEN OUT NOW £7.99 **67%**

# COMBO RACER

**B**efore Sanyal experimented with vectors in *Team Spirit*, their first bike-based racer was *Combo Racer*. Using its side-car-related (again) to add something new to the genre, one or two-player's must follow the time-honoured pattern of beating the clock. A number of tracks await the competitors, and as a bonus there is even a track designer included which allows you to piece together your very own Grand Prix with all the bumps, tunnels and sharp bends you think you can contend with. The actual racing itself tends to be rather dull, and the novelty of the side-car actually affecting the bike's cornering unless the other

player leans in, doesn't really add a lot to the action. It's a pity, as there is a lot to recommend about *Combo Racer*. The road and graphics move smoothly, but when it comes to the crunch, it looks like a Honda Spacey com-



pared to the aging *Super Hang On*'s 750ccs.

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Look out - he's back!

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## SHOOT 'EM UP CONSTRUCTION KIT

Although it doesn't push the Amiga the way the C64 version did, *Cyber's Shoot 'Em Up Construction Kit* is the nearest most of us will come to writing a game of our own. Fully icon-controlled, *SEUCR* allows the user to create both scrolling or single-screen shooters, with up to eight sprites on the screen at once. The user is given complete control over their game, and can create the sprites, backdrops and the enemy attack waves using very simplistic commands. It shouldn't take longer than a day before you have something up and running.

Although the games you can create look dated, there is a good feeling of satisfaction whenever your creation works. In fact, using this utility should ease the consciences of all those people who wish that they could use their machines for something other than games.

GBN OUT NOW £9.99 **83%**

## MOONSHINE RACERS

Ah, what wasted potential. All the thrills, spills, and adrenaline-pumping car chases of *The Duke of Hazard* incorporated into a car game was the initial idea behind the game. The result?

A target and dreadfully slow extension of the *Chase HQ* theme, with *Chase's* Porsche replaced by a pick-up truck, and the felons giving way to Cops and road-blocks. Unfortunately, though, the

lack of pace that plagued *Chase HQ* been retained, and consequently stalls *Moonshine's* engine before it can get going. Although extras can be added to your truck to speed it up, the on-screen effect is negligible, rendering the shop screens useless. One of the greatest ideas for a race game has been desperately wasted, and it's almost certainly destined for the scrap heap.

GBN OUT NOW £7.99 **37%**

## VENUS

One of the first games with an ecological message, *Venus* is a very nice-looking shoot 'em up which is let down by the repetitive nature of its levels. Rather than earn devastatingly powerful weaponry to rid your world of mutants, the player controls a metal fly which can jump and scuttle along the walkways that are located both at the top and at the bottom of the screen. On these levels, the aforementioned mutant tank, and pressing the fixation sends a bolt



of fire out to destroy them. When dead, they then reveal a power-up icon which will equip the fly with larger jumps (or improved weaponry facilities). It's a pity that the superb graphics and good idea are let down by the same gameplay, as there is a lot to recommend about *Venus*. At a budget price, though, it's probably still worth a look.

GBN OUT NOW £7.99 **75%**

## VOODOO NIGHTMARE

*Zapper Games' Tied 16-bit title* makes it on a budget and, hopefully, the lower price means it won't be so overlooked this time. Set in the African jungles, the mad-woman here, Doctor Barker D'Yrie, has had a spell cast on him and must find the witch doctor who can rid him of the debilitating curse and help him out of the hellish place. So, exploring the massive isometric play area, a series of puzzles and traps must be completed, each of which brings you nearer the doctor's temple and freedom. Although there isn't a lot of variety within the flick-screen, the adventure element is quite compelling and the many dangers that lurk within the play area keeps players on their toes. Its running script and certainly couldn't warrant a full-price tag these days, but arcade/adventure fans who need a fix could do a lot worse than *Voodoo*.



GBN OUT NOW £7.99 **75%**

## ROTOX

Despite earning CIB's coveted Suggestive Award, I never liked *Rotax* basically. It's a very pedestrian shoot 'em up on a space/creative Material's more rational scrolling, and once the novelty of its system has worn off, so does the game's appeal. The idea of the game is to guide your gun-toting droid across a series of attractive levels, taking out a number of imitations before repeating the process at a later date - fairly



breath-taking stuff. Although the rotation system was used again in *Aster's* sequel, *Operation Harrier*, it was to prove unsteady and flimsy. In *Rotax*, was domestic disaster. Sadly, even at a cut-price title, it has a return ticket.

ACTION OUT NOW £9.99 **54%**



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## AMERICAN FOOTBALL COACH

on the Amiga (1 Meg only)

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REVIEW...STRATEGY PLUS ISSUE 16...FEB 1992.

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Steve Keen gets to grips with Delphine's latest and possibly greatest adventure and leads you by the hand through ...

# another WORLD



This may not be the biggest game you'll ever play, but it must rate as one of the most enjoyable. Only after a lot of practice and plenty of late nights will you finally complete this comic book adventure unaided. But, fear not, help is at hand! To keep things simple, we've split the game into nine stages and included the codes for each of these sections.

## STAGE ONE: THE BEGINNING (CODE: EQU)

After emerging from a pool of water, Lester Chaykin begins his adventure. Walk right and stop on the edge of the next screen. Using a combination of standing slides and crouches, kill ALL the slugs that fall from the ceiling and those that crawl across the floor. Repeat this on the next screen. If you don't get everything things will be harder later on when you have to run back along the same route. Keep going right until a huge black bear-type monster falls in front of you. Turn left immediately and run back the way you came. Don't stop. Run past the pool where you started, onto the next screen and jump off the edge of the cliff, grabbing the vine. Swing back to the right and drop. When you hit the ground, run right again until both you and the bear are shot at by the aliens.

## STAGE TWO: THE CAGE (CODE: NIC)

You wake up in a cage with one of the terrestrials. Back the cage by pulling left and right on the joystick until it crashes on top of your captor. Pick up his gun. Follow the alien right and, upon entering the next screen, shoot the monster. When you get to the triple doors, turn around and make shields that last long enough for your companion to open the doors. Run right when the doors open and go down one floor in the lift. Go left and beat the door. Quickly run back to the lift. Go down and up again as fast as you can; this will make the guard think that he imagined the explosion. Go back over to the hole above the guard and pull down before running left. Push up and wait for your companion to open a hatch. He'll then pull you up to the server level.

## STAGE THREE: THE SEWERS (CODE: FILD)

Simple and quick. Left falls into sewer. Left, right, right, left, right and out.





Don't worry about things like enemy blips in the game. Just aim the gun and shoot.



For the first and last questions: What's the best time when getting into a room? What's the best time when getting out of a room? What's the best time when getting into a room? What's the best time when getting out of a room?



#### STAGE FOUR: THE FIRST RECHARGER (CODE: LIRC)

Recharge your gun and blast the triple doors. Recharge again and go right, past the blue door and onto the next screen. Duck quickly and shoot the alien with the Mohawk. Run right and — just as you about to go off the edge of the screen — jump. You should land on a ledge. Blast a hole in the mountain side and enter it.

#### STAGE FIVE: THE CAVERNS (CODE: COAL)

Drop down the first and (second) holes onto the balanced rock. Turn right and jump off the edge of the next screen, where you'll find some bones. Observe the falling rocks at the left-hand side of the screen; they drop in a pattern. Time your run and stop in a clear space. Take each of these two patterns in two steps and you'll pass. Keep going right and here you'll find the first part of the game. Suspended from the ceiling are various enemies for you to negotiate. Suffered across the ground are moats, which grasp at your heels, waiting to rip you apart. Don't be afraid to get close. The first set simply require you to keep over them, but the second needs a swift combination of a long jump and skip. Run right and blast the wall.

Go back past the creatures to the falling rocks which cannot harm you this time. Go up the slope and shoot at the falling rocks. Go to the far left edge. Jump up onto the staircase and wait for the last to be grabbed by the tentacles. Then quickly jump from one staircase to another until you reach the last one.

Here you should see a big jump to land back on the balancing rock. Jump off the left side and blast the support column from underneath it. Run up the slope and keep going, jumping the holes as you run, until you come across a huge cavern of water supported by a slim column. Blast the column and run left, jumping the holes again, until you find yourself standing on a small flat rock over a hole. You will be shot up to the next ledge and all that's left to do is to run past the waterfall.

#### STAGE SIX: BY THE WATERFALL (CODE: KCL)

Run right and jump off the edge of the stairs, firing as you land. Go right and jump over the stairs and go to the next screen. Make a shield and walk towards the door. As long as there is a shield in front of you, the alien will throw his bombs. All you have to do is walk away from the door, making them close, and the plasma balls will rebound towards him. When he's dead, run right, blasting the door as you go, and recharge your weapon. Move go left past the waterfall and go down the stairs. Go back right and jump down stairs. Duck and blast the alien then go up stairs and blast the chandelier (this releases your companion). Go right and at the bottom

of the stairs, as you go onto the next screen, you will be punched and knocked backwards. When your assistant has a hold of you press fire to kick him in the nuts. Run left and grab the gun. Duck and blast and then go right. When you're in the second arch turn around, make a shield and turn again to make a shield on the other side. Shoot the alien on the left, then the one on the right, and then go right. (This requires a great deal of practice. Try not to make a shield behind a column or you won't be able to see how much damage it's received).

#### STAGE SEVEN: BY THE WATER-FILLED PIT (CODE: EOL)

Dive into the water and start swimming down. Don't hang around as you're only got a limited air supply. Turn left when you reach the bottom and swim straight past the first hole in the ceiling to the (second). Swim up here and catch your breath. Now go straight down and into the hole that you passed on your way in. Turn right at the bottom and climb out. Blast the electric cable and go back the way you came in, remembering to catch your breath. Climb out on the right-hand side. Run right and duck when the alien is just about to fire at you. Move forward so that you're close enough for the bomb to discharge before hitting you. Shoot the blighter as he walks out from behind the stairs.

#### STAGE EIGHT: ABOVE LIGHTED AREA (CODE: LALD)

Drop down the hole on the right. Turn right quickly and blast the door. Run right very fast, ignoring the laser fire that's going on around you. Don't stop until you come to a guide. Stop just in front of the plate in the roof and make a shield on your left. Keep making shields until your companion rescues you. You will now be pulled up through the ceiling and clamber into a tank. Just press all the buttons until a red and green light appears in the top left of the control panel. Pushing the red one launches the tank's missiles and the green spots you from the tank into the last level.

#### STAGE NINE: ALIEN BATHING POOL (CODE: LFER)

When you land, run immediately to the right or you're toast. As you run along someone breaks through the glass window. Keep running. When on the floor, push right towards the control panel. When the alien (red-eyed beast) is about to walk onto the rectangle in the roof, pull the first lever by pressing the button. A laser will freeze him. Then quickly pull the next lever and crawl towards the light. Lateral will fire into the floor just missing you. Don't worry, only the third blast can harm you so you should have plenty of time. You will be launched up to the roof, reunited with your friend and ceremoniously fly off into the distance together. Ahhhhh.

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1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.

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## Repairs Division



# HEART OF CHINA

A graphic masterpiece it may be, but if your adventuring technique makes Hercule Poirot look more like Inspector Clouseau, you're going to need some help. Here's the complete solution.

## FEELING LUCKY

You've seen "Lucky" Jake Masters in countless over-the-top American blockbusters. He's rude, arrogant, charming and oozes more confidence than Adolf Hitler. He's also as dense as an underwater section of the South American rain forest as rescuing the kidnapped heroine is going to be about as difficult as it can be.

## BLOWING IN THE WIND

Starting off at the dock, Jake must take a rickshaw into the town to begin his adventure. On arrival outside the bar you'll see a piece of paper blowing around. Pick it up and go through the first door on the right. Once inside, go left towards the barman and enter into conversation. From your options complete the sequence of responses to Ho (3-1-1-1). Eventually, the thugs that have been hovering around the bar will join in the conversation. Reply (2-3) and you'll get to meet Chi (who you'll need to persuade to come with you on your mis-



Friends won't see what this must be taken and before you can make the leap at Chi, the master thief, you've got to control the fear of flying.



This may be a nice view, but not for long. Floating the boat brings out the worst in them, but it's all part of their little adventure.



sion). Reply (1-3-3). Chi will protest strongly about flying and, when he does, take the piece of paper you found earlier out of your pocket and drag it towards your hand. This produces a paper plane. Click on Chi and convince him that flying's safe by throwing the model. You now have a companion.

Chi tells you to stop at Master Wu's next door for healing herbs. You will need some seagull droppings from the dock. Go back and let Chi give the bird a prune, found in the shop. Take the droppings back to Wu and she will give you the herbs, a fake passport and a map of kidnapper Li Jingo's fortress. Take the rickshaw to the airport. When asked for I.D. by the immigration officer tell him you've dropped it in the rickshaw. Chi then has a chat and lets you onto the plane. Take the rope, crowbar and hook and fly to Chengdu.

## HAPPY LANDINGS

When looking for a good place to land, move the cursor over the area and take Chi's advice. After landing, wait for the peasant. After a chat, take his clothes and put them on Chi. Give Chi the rope and leave the cow and make him walk to the fortress on top of the hill. At the gate, wait for a peasant to go in. Give Chi the hook and make him go to the gate. Once inside, make Chi change into the Ninja costume to make himself

# HEART OF CHINA

invisible. Go into the palace and up the stairs. After listening, go towards the trees in the courtyard. Attach the rope to the hook and throw it over the wall to help Jake get inside. Go to the gatehouse and take the key. Go into the palace and wait for the sentry at the top of the stairs to disappear. Move left to the dining room, take the wine and go left. Give the dog the wine and go back to the dining room. Knock over the oil lamp. Go back into the kitchen and ascend the stairs at the back. Pick up the knife and go through the green door. Shoot one snake. Kate will be bitten so kick her up and go towards the balcony at the end of the room. Take the cord from the left curtain and tie it to the rail. Climb down and get into the tank. Turn the key to start it up if you want to play the arcade section. If you don't, select Win Arcade and you'll return to the plane.

## PLANE SAILING

Kate is very ill and only a man in Kathmandu can save her. Give the helms to Chi and fly to Kathmandu. You will crash into the Himalayas. Carry Kate out of the plane and tell Chi (using answers 2-1-1-1) and then go off to find help. Now, as Chi, go into the plane and retrieve the blanket and tent. Don't get near the front as the plane will topple over the cliff. Put the blanket over Kate and give her two portions of herbs. Exit the tent and go to her.

Meanwhile, Jake finds himself at Anna's. Go left into the Blacksmith's and ask the boy where to get petrol. He will ask to go with you. (Reply 11). Pick up the box, get the chopsticks and take the coins with holes in from Chi. Put the chopsticks on the box and then the coins to make a key car. Give it to the boy and he will give you some rubber sping. Head for the monastery on top of the hill. Go to the door and say (3). Tell the Lama (1-1) and leave the monastery to go to Anna's house. Tell Kate (2-1) then go to the telegram office (the building in the middle of the screen). Talk to the woman. Go back to the monastery and speak to the Lama again. He will ask you to retrieve the holy scroll from Bejon. Go to the bar which is to the left of the monastery (just above the huts). Talk to the barman and then with the man on the left. Tell Sarda (2-3) and give him your gun. A mob will form and recover the scroll from Bejon. The locals will now fill up your plane, so you can fly to Istanbul. When you've arrived in



How could anyone refuse the task of rescuing people, saving and strengthening your honor? Kate from Lucky Jake knows that's for sure. He'll cross a 10-ton door.



Lucky Jake knows that not to say to nature. Jake should have heeded those warnings right from the start as it's going to be a bloody trip to Istanbul.



We met Jake when he came to move within his tribe's competition. He gets a great up close window as well.



Now and you start to understand. Whether or not you'll get the answer you want is a different question.



There are many modes of transport available to you, but the one that gets you to a nearby island is a boat. If you're not going to get anywhere you'll have to use the way system or take the boat your way.

carriage was around in a bridge-bug before but if he thought there was a way back on the streets of the highway?



Istanbul, talk to the mechanic then leave the airport. Go straight ahead, then right and enter the club. Talk to the barman about using the phone. Speak to Loran and tell him (2-2-1). You will then be arrested when you leave the club. Assuming the role of Kate, go to the palace (back to the main street and forward). Speak to the guard to find out why Masters was arrested. Go down the side of the palace and talk to the old lady. Return to the main street and enter the pawn shop. Give the man a gold brooch and say (1-2-1-1). Talk to the man on the street and have a gamble. Be cautious, though, with your first stake as you will need to buy a camel. Once you have 500 shakels go back to the pawn shop and buy a saw. Go back to the screen before the airport and knock the little boy's crutches over. Apologize and he will give you a flower. Speak to the man with a camel and buy it, saying (7). Go back to the palace to the old lady. She will then ask you for the flower, say (1). From here onwards the computer takes control of the game until Lucky Jake is rescued. Use options (2-1). Go back for Chi at the airport and after the plane has blown up go to the train station and buy a ticket. Say (7) and give Lucky's money to the ticket man. Take the ticket and board.

## GET LUCKY

In the final stages, select Lucky to control. Use options (2-1-1). The game ends with an arcade sequence. If you don't want to play simply select Win Arcade and watch the game's ending screens.

Thanks to Anthony Blat from Kent for that solution and Maria for a great game.



# ADVENTURE

## HELPLINE

Welcome to what must rate as the most useful aid to trapped adventurers in any mag. This month's column is fair bursting with all the latest news and stories, and is backed up by the ever-useful Helpline where your questions are answered. So, if you are trapped by a demon or stuck behind a locked door, drop us a scroll...

If my writing is difficult to read this month it's because my body is still staxing with laughter after watching the computer game show, GamesMaster (on Channel 4). The sight of Patrick Moore, looking like a repud villain from Doctor Who is more than the human mind can stand. While it's a change to see him speaking on TV it is something other than that grey suit which he normally wears (the one that looks like

he put it on with a spoon!), he is still all wrong for the job. Still, look on the bright side, they could have chosen Bob Monkhouse. If they wanted someone who really knows everything, AND looks good on TV, then it's obvious who they should have called for. I wonder if my phone is working properly?

### KNIGHTMARE

Minesweeper's Knightmare is a magnificent PFG which is a worthy addition to the growing list of Dungeon Master-style games and it deserves to see the hot cakes. Be warned, though: it starts hard and gets steadily tougher. There is also the slight problem that, before you can experience all of the wonders of the dungeons, you have to find the way out of the wooded area at the start of the game. This is a frustrating introduction

which I could have done without, but I suppose all is fair in love and war. Each of the four Dungeon entrances are guarded by a Tree Monster which must be destroyed before you can pass. Click on the trees and they will each give a clue as to which object you need to throw at them to make them disappear. The tree to tackle first is the one looking for its child. In this case you must feed the twig which is to be found lying on the ground next to the red switch near the starting point.

In the early stages, your main will suffer if they run out of food, but by building up your priest's powers he can cast a Fitness spell to replenish the Stamina of any hungry fighter who stands directly in front of him. As you will soon find out, it is essential to let your champions get their bloody sleep in order to rebuild their strength. To reduce the amount of snoozing time needed, though, get your Priest to cast an REM Spell before selecting the sleep option. REM is an acronym for Rapid Eye Movement and it's during this time that humans dream and 'roll the ruffled sleeve of care'.

Here is a cryptic clue for those of you who are into the fourth Quest and are stuck at the Conveyor of Life. It is this nasty piece of machinery is giving you trouble, why not 'chuck a spanner in the works'?

### HEIMDALL

This Viking saga is a mixture of role-playing and arcade styles which looks good and has enough depth to attract players who want more than instant action. I wasn't too keen on the method chosen to carry out the combat sequences and there were a few too many instant death problems which cannot be anticipated for my liking - for instance, the only way to find out if there is a pit of spikes in front of you is to walk forward and literally get the point. I especially like the sequence where you have to chuck axes at the Viking maidens' piglets.

One kindly reader has sent me a few hints for Level 3 of the game, so if you are up a fjord without a paddle read on. Island 1. There is a pouch of pepper to be found here (which you can't get on your first trip), and a shop where you can buy essential Viking supplies. They didn't seem to think that subtle wenchies were essential supplies when I called, but you can't have everything.

Island 2. There are three paths here which are found by using a Revelation Spell. The central path leads to a pouch containing heavy stones. Take these back to island 1 to get the pepper pouch.

Island 3. On this island, you can use the pepper to get the silver ring which is stuck in the front of one of the boats in the harbour.

Island 4. (Skull Island) There is a magical lake here which can only be







crossed by using a pouch of flowers. The top path should be avoided because this leads directly to a Sea-Serpent. Instead, take the bottom path to find a chest containing a silver ring.

**Island 13.** The island holds a silver ring suspended in mid-air by a rope which must be cut by pressing switches on the floor to shoot arrows at it. Two arrows must hit the rope from two directions in order to cut it. There is more than one combination of switches which will achieve this, so don't despair.

### MANIAC MANSION

It may be fun to watch the Addams Family on the TV, but would you like to explore a creepy house which is full of weirdos? Gillingham's Steve Kierstead isn't afraid of no ghosts! and he has been leading his team through Gillingham's Maniac Mansion. He has found the Telescope Room at the top of the house, but using this coin-operated device has got him stumped. The telescope is used to look through the window of the Nurses Bedroom and lets you see her using the combination which opens her wall-safe. The telescope won't work unless you first put a coin in the slot - however, that is only part of the problem. Inside the clinic that we visit from the Piggy bank in Bill's bedroom and press the right button. If you look through the telescope you will not see the edge of the house. To

make the telescope turn further you will need to insert another coin and press the right button again. Pressing the left button will only show you a picture of an ugly alien - so be warned!

### OPERATION STEALTH

Paul Wintaham of Hamel Hempstead is wandering around in Operation Stealth with a red carnation in his button-hole. Unfortunately, he is all dressed up, but with nowhere to go. Having spent many lonely hours myself waiting under the railway clock for someone who never showed, I know just how he feels. The problem is caused by a naughty plot which is hiding on the park bench. Unless you can hit this minuscule target with the mouse pointer, you're never going to find the spot which lets you park your bum. Once you have managed to sit on the bench, things will happen very quickly.

### CAPTIVE

Who has six Mono-Cannars, two Lyle-Zappers and \$80,000 in cash? No, it's not Saddam Hussein, it's Mrs A. Hood from Henley-on-Thames. Behind the cheap, lace curtains of Greta Green (Paris), this female Amazon has been battling her way through the endless levels of Mindscope's A. Captive in a desperate attempt to rule the Universe. Despite many hours of blood, sweat and tears she has come to a grinding halt on the planet Phoozoo. Try as she might,

she can't find the combination to box 100000. Well, I've got good news for her, because mild-mannered, unexpected super-hero Tony Gill is one of the few people who knows the answer to this closely-guarded secret. The combination she seeks cannot be found because it is behind the locked door which the combination opens! Unfortunately for her, and many other Captive purchasers, the early version of the game has this bug in it. Happily I've got just the picture you are looking for, and it should be on this page somewhere!

**Mrs Hood - or 'The Hooded Horror'** as she's known to her friends - also sent me in several (rather long-winded) tips, too. Firstly, buy a Root Finder. This device is a compass which guides you to the front door of the space base. Not only is this essential to help find your way out when you deactivate the generators, but it works equally well from the outside by helping you find the entrance when you first arrive on the planet. She hasn't, however, found a use for the camera, which is another essential piece of equipment - especially when attempting to do battle with the giants on the Aquatic Station. To use the camera, first make it stand on the floor and then switch on the View Monitor. The camera can now be rotated by clicking on either side of the monitor screen. The camera will also walk one space forward each time you click in the centre of the monitor. On those occasions when there is a monster at the other end of a ladder, a sure-fire technique to make it is to risk one quick move to set up the camera at the other end, and nip back to where you can watch the monster's movements in safety. Each time it turns its back you can make a quick dash up the ladder and zap it without fear of retaliation. Fight Dirty! Never give Allen Bourn an even break.

### FUTURE WARS

Cosmic Wars of Sydney, having managed to find a way to get in to the Medial Monastery in Future Wars, is desperate to get out again. The exit he seeks is in the wine cellar and MOT that white circle in the middle of the courtyard which everyone thinks is the transporter beam. Firstly, take the cup from the room to the west and go to the wine cellar where you can 'celestite' it in a barrel. Take the cup of wine to the east door and give it to the Father Superior. Examine the drunk monk to find something useful. Use it on the furniture to obtain one more useful item before you return to the cellar where you can again use the object on a different barrel to find the way out.

### ANOTHER WORLD

Having purchased Another World for his new Amiga 500 Plus, Max Hammer of St. Austell couldn't resist writing to tell



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Electronics

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THE L. J. PUGH SCHOOL (Building) 2015-2016 2017-2018 2019-2020 2021-2022 2023-2024 2025-2026 2027-2028 2029-2030 2031-2032 2033-2034 2035-2036 2037-2038 2039-2040 2041-2042 2043-2044 2045-2046 2047-2048 2049-2050 2051-2052 2053-2054 2055-2056 2057-2058 2059-2060 2061-2062 2063-2064 2065-2066 2067-2068 2069-2070 2071-2072 2073-2074 2075-2076 2077-2078 2079-2080 2081-2082 2083-2084 2085-2086 2087-2088 2089-2090 2091-2092 2093-2094 2095-2096 2097-2098 2099-2100 2101-2102 2103-2104 2105-2106 2107-2108 2109-2110 2111-2112 2113-2114 2115-2116 2117-2118 2119-2120 2121-2122 2123-2124 2125-2126 2127-2128 2129-2130 2131-2132 2133-2134 2135-2136 2137-2138 2139-2140 2141-2142 2143-2144 2145-2146 2147-2148 2149-2150 2151-2152 2153-2154 2155-2156 2157-2158 2159-2160 2161-2162 2163-2164 2165-2166 2167-2168 2169-2170 2171-2172 2173-2174 2175-2176 2177-2178 2179-2180 2181-2182 2183-2184 2185-2186 2187-2188 2189-2190 2191-2192 2193-2194 2195-2196 2197-2198 2199-2200 2201-2202 2203-2204 2205-2206 2207-2208 2209-2210 2211-2212 2213-2214 2215-2216 2217-2218 2219-2220 2221-2222 2223-2224 2225-2226 2227-2228 2229-2230 2231-2232 2233-2234 2235-2236 2237-2238 2239-2240 2241-2242 2243-2244 2245-2246 2247-2248 2249-2250 2251-2252 2253-2254 2255-2256 2257-2258 2259-2260 2261-2262 2263-2264 2265-2266 2267-2268 2269-2270 2271-2272 2273-2274 2275-2276 2277-2278 2279-2280 2281-2282 2283-2284 2285-2286 2287-2288 2289-2290 2291-2292 2293-2294 2295-2296 2297-2298 2299-2300 2301-2302 2303-2304 2305-2306 2307-2308 2309-2310 2311-2312 2313-2314 2315-2316 2317-2318 2319-2320 2321-2322 2323-2324 2325-2326 2327-2328 2329-2330 2331-2332 2333-2334 2335-2336 2337-2338 2339-2340 2341-2342 2343-2344 2345-2346 2347-2348 2349-2350 2351-2352 2353-2354 2355-2356 2357-2358 2359-2360 2361-2362 2363-2364 2365-2366 2367-2368 2369-2370 2371-2372 2373-2374 2375-2376 2377-2378 2379-2380 2381-2382 2383-2384 2385-2386 2387-2388 2389-2390 2391-2392 2393-2394 2395-2396 2397-2398 2399-2400 2401-2402 2403-2404 2405-2406 2407-2408 2409-2410 2411-2412 2413-2414 2415-2416 2417-2418 2419-2420 2421-2422 2423-2424 2425-2426 2427-2428 2429-2430 2431-2432 2433-2434 2435-2436 2437-2438 2439-2440 2441-2442 2443-2444 2445-2446 2447-2448 2449-2450 2451-2452 2453-2454 2455-2456 2457-2458 2459-2460 2461-2462 2463-2464 2465-2466 2467-2468 2469-2470 2471-2472 2473-2474 2475-2476 2477-2478 2479-2480 2481-2482 2483-2484 2485-2486 2487-2488 2489-2490 2491-2492 2493-2494 2495-2496 2497-2498 2499-2500 2501-2502 2503-2504 2505-2506 2507-2508 2509-2510 2511-2512 2513-2514 2515-2516 2517-2518 2519-2520 2521-2522 2523-2524 2525-2526 2527-2528 2529-2530 2531-2532 2533-2534 2535-2536 2537-2538 2539-2540 2541-2542 2543-2544 2545-2546 2547-2548 2549-2550 2551-2552 2553-2554 2555-2556 2557-2558 2559-2560 2561-2562 2563-2564 2565-2566 2567-2568 2569-2570 2571-2572 2573-2574 2575-2576 2577-2578 2579-2580 2581-2582 2583-2584 2585-2586 2587-2588 2589-2590 2591-2592 2593-2594 2595-2596 2597-2598 2599-2600 2601-2602 2603-2604 2605-2606 2607-2608 2609-2610 2611-2612 2613-2614 2615-2616 2617-2618 2619-2620 2621-2622 2623-2624 2625-2626 2627-2628 2629-2630 2631-2632 2633-2634 2635-2636 2637-2638 2639-2640 2641-2642 2643-2644 2645-2646 2647-2648 2649-2650 2651-2652 2653-2654 2655-2656 2657-2658 2659-2660 2661-2662 2663-2664 2665-2666 2667-2668 2669-2670 2671-2672 2673-2674 2675-2676 2677-2678 2679-2680 2681-2682 2683-2684 2685-2686 2687-2688 2689-2690 2691-2692 2693-2694 2695-2696 2697-2698 2699-2700 2701-2702 2703-2704 2705-2706 2707-2708 2709-2710 2711-2712 2713-2714 2715-2716 2717-2718 2719-2720 2721-2722 2723-2724 2725-2726 2727-2728 2729-2730 2731-2732 2733-2734 2735-2736 2737-2738 2739-2740 2741-2742 2743-2744 2745-2746 2747-2748 2749-2750 2751-2752 2753-2754 2755-2756 2757-2758 2759-2760 2761-2762 2763-2764 2765-2766 2767-2768 2769-2770 2771-2772 2773-2774 2775-2776 2777-2778 2779-2780 2781-2782 2783-2784 2785-2786 2787-2788 2789-2790 2791-2792 2793-2794 2795-2796 2797-2798 2799-2800 2801-2802 2803-2804 2805-2806 2807-2808 2809-2810 2811-2812 2813-2814 2815-2816 2817-2818 2819-2820 2821-2822 2823-2824 2825-2826 2827-2828 2829-2830 28

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**DATTEL ELECTRONICS**

GERMAN ROAD, PENTON INDUSTRIAL ESTATE, PENTON, STONE-ON-TRENT,  
WYK 3 9NN (ENGL) AND HAS OVER FIFTY TECHNICAL PERSONNEL UNDER THE LEADERSHIP

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# ADVENTURE

## HELPLINE

the world and its dog that he has successfully completed it. I've seen and marvelled at the impressive demo-disk of the French arcade/adventure, but I fear it has too many running, jumping and zapping sections in it for my taste. If you have invested in this game and need a bit of help, though, Max has sent me a list of codes to help you out: EDUI, RECI, FILD, LINC, COAL, EDIR, KOLU, FLAK, KCAA, LELD, and LEPR.

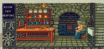
### LEISURE SUIT LARRY II

Dunjoy loves a winner they say, so how come I get so many letters about Leisure Suit Larry? Jonathan Maynard and friends from Sublime tell me that they've been playing Larry II for months and they still can't figure out how to prevent the sun's rays from burning a hole in the bald man's brain when he goes to see in a libidoo. (Remembering that there are three of these intrepid adventures working on the problem, you may be surprised to hear that their letter goes on to list the following objects in their possession: 'that, a twining lid, a slim tip, and a ring. Now what do you think they could've used to protect Larry's bald head from the sun? I can just picture them trying for three months to persuade Larry to stick a banana on his head! Perhaps you guys should forget the game and take up hair-spotting instead.

No doubt Peter Clark from third in Deer would have solved that problem if only he could have got 'em far. As it is, he is still trying to get change for a 1,000,000 dollar bill back in the town. But being a snappy dresser, he doesn't leave that really good clothes coat a failure. Just try and buy a simple business in the Italian Boutique and you'll see what I mean.

### ELVIRA - MISTRESS OF THE DARK

For another reader who is spinning around in a creepy house is P.J. Proctor from Sheffield who is playing Elvira - Mistress of the Dark. Having taken under the spell of the alluring Elvira, he has helped her find the keys she seeks from the Gatehouse, Stable, Torture Room, the Hawk and the Inevitable Knight up in the battlements, but key number five still eludes him. I suggest he leads the dark-haired beauty to the stairs and persuaded her to climb into her dark wicker. First, though, to solve the lack of light in the passageway, Dave will need to whip up a glowing



Pride spell from her co-adventurer before she goes zapping on her way.

### MONKEY ISLAND

If someone took all of the letters which I receive on *The Secret of Monkey Island* and laid them out - I'd be glad to get rid of them. In an effort to answer some of the most commonly-asked questions, here's some useful facts. You can jump the deadly piranha poodles by feeding them with a mixture of sugar and the yellow flowers collected from the forest. Most of you have figured out that a mug of gulping naps will help the pirate to escape from the cell, but the trick is getting it from the bar to the prison. The sun melts the mug before you can make the journey no matter how fast you run, so use more mugs. Pick up all the mugs you can find (remembering those behind the curtains, and set off for the prison. Once you receive the message that the mug containing the sun is just about to dissolve, use the mug of Plim on an empty mug and you'll be able to continue on your way.

There are also lots of readers who are having no end of problems trying to get to a cliff of stones which are just out of reach. They all agree to have heard the dead man who has a piece of rope, but you complain that the rope is too short. Firstly, there are two pieces of rope to be found. In the fort where you found the goggles there is another piece, and, once you have the rope from the dead man, WALK to the Jungle, and go directly to the bottom of the stairs. Highlight the cursor on the Grass. Use



the rope with the strong branch, before walking to the Sandy Swamp. Use the rope with the sturdy stump. Walk to the stars.

### POLICE QUEST

Whilst I have great problems just finding a woman, Scott Ralph of London complains that he can't get rid of one. In *Police Quest* there is a young lady called Street Creek, who is beginning to change Ralph's style, but there seems to be no way to ditch her. Ralph could try calling her a Taxi, but doesn't know how to. The trick is to return to your own home town and use the phone to call 411 (Artists and Directors Enquiries). Say TAXI and you'll be given the number 999-9999.

### SPACE QUEST III

Julian Barham of Maida Vale successfully infiltrated the secret headquarters of Scumbob Software, but is now in danger of being blasted to sub-atomic particles by the automatic intruder system. Ask yourself this question: who can walk around unnoticed in any Top Secret Building? The answer is, of course, the Cleaning Staff. Once inside, go North and enter the door on the West wall. Here you'll find a pair of janitor's overalls and a Zap Trash device. Wear the overalls and enter the Accounts Office. You will notice that besides each desk there is a wastepaper basket which needs emptying. Make your way through the office using the Zap Trash as you go, but don't miss a basket or the robot sensor will Zap you.

## HOW TO USE THE ADVENTURE HELPLINE

Write to me, Gary Hill, at Adventure Helpline, 60 Amiga, Priory Court, 30-32 Pentagon Lane, London EC1R 4HS, with your problems and my useful hints you can give in response to those readers longposting in these pages! Make sure you include your full name and address, and I will do my best to answer your problems.





# DEMOS

Steve Keen takes a further exhaustive look at Amiga PD. If you want to separate the wheat from the chaff and the good from the naff read on...

## CULT TV

If you're a fan of cult series TV sci-fi, then you'll almost certainly want to check this one out! The Cult TV Episodes-Guide Volume 7 is packed with info about classic shows such as *Land Of The Giants*, *Time Tunnel*, *Invaders*, *Star Trek*, *Voyage To The Bottom Of The Sea* and *Lost In Space*. The disk contains information on the original cast members and crew and actually chronicles every episode ever filmed, with a brief run down of each show's plot. There's also background information on each of the programmes and some neat pieces of trivia. The whole thing is illustrated with more than 30 digitised photographs and there's even a print option for those who prefer hard copy. *Fascinating!*

17 Kb, Disk 1537 ★★★★★



## THE NIGHTMARE RETURNS

Gore-inspired PD has been a little thin on the ground of late. However, your dreams are beginning to come true with the emergence of *Nightmare's Dead* by Partners In Crime. If you thought the colour pics of the *Predator* slide show were good, then this is a treat that can't be missed. A whole host of nightmare photos have been collected together and, whilst the actual blood curdling scenes aren't included, there are enough Kruger portraits to keep the most loyal fan glued to the screen. *Slippery!*

17 Kb, Disk 1555 ★★★★★



## SUPPLIERS' GUIDE

A Bit On The Side: 8 Broad Place, Kirk Stairall, Doncaster

AmigaWorld: 101 Dale Valley Road, Hollywood, Southampton

Baja Via: 25 Park Road, Wigan, Wigan, Wigan

4th Dimension: P4 Breckley Street, Long Eaton, Nottingham

Ground Zero: 4 Chesham Road, Redford, Bristol, BS4 6TE

Off the Wall PD: 95 Manor Street, Newport, Gwent, NP23 5DF

Robbie's: 100 High Street, Bournemouth, Bournemouth, Bournemouth

PD Sale: 11 Brompton Avenue, Southend - On Sea, Essex, SS17 7YD

Street PD: 11 Park Road, Brighton, BN1 5LE

Swansea PD: 100 High Street, Swansea, SA1 1AA

Teknisi: Unit 1, Sheffield Park, Broom Avenue, Waterlooville, Hants, PO7 7YD

PD's Hardware: 15 Broad Place, Wigan, Wigan

Tolly PD: 100 High Street, Brighton, Brighton

Winnipeg PD: 23 Broomfield Street, Swindon, Wiltshire, SN1 2JL

## TUMBLER TREAT

*Tumbler Street* is a brilliant 1 meg version of the age-old gambling game, 'Find the Lady'. A shell-suited opix sits behind a table with three metallic cups. Under one of these, he places a small red ball and then the cups are swapped about at lightning



speed. It's up to you to guess which cup the ball is now under. Once you've guessed out his technique there's not much to stop you winning every time, and it's almost a pity to take the money off the old' near pass.

Ground Zero PD ★★★★★

## demo of THE MONTH



## MOVIE MAGIC

Just as we were beginning to fear that Eric Schwartz, champion of computer animation, was going stale on us, he's come back with a sequel to the amazingly popular *At the Movies*, starring Amy Squirrel. The mega demo comes on four disks and can be viewed in one meg mode, with immediate disk swapping and without sound, or in full non-stop three meg mode with all the trimmings. Eric tells us that it took him a year to put together and he used at least six different art packages to get the final result. The animation focuses on Amy's visit to a cinema and her dreams of romance. Once again Mr Schwartz has produced a masterpiece of home computer animation, and he says that if you like the demo, feel free to tape it and send him a few pounds because times are hard for students. Somehow I don't think he'll be finding it hard to get work when all his studying is over.

17 Bt, Disk 1502 A, B, C, D ★★★★★

## EXPLOSION CORROSION

Explosion have come up with a rather nice looking shoot 'em up.



Although the controls are slightly unresponsive, the action is frenetic enough to hold your attention. Good use is made of a Sisters of Mercy track at the beginning

and it's worth a purchase if you want to get to grips with a hard blaster.

Virus Press, 2101 ★★

## ON THE CARDS

If Tumbler Street doesn't take your fancy, Tower Software's *Card Sharp* most certainly will. Gambling freaks are well-served for with six card games to choose from, including Riddle, Calculation, Demon and Castle. All the rules for the individual games are available for inspection so the computer opponent's cheating is reduced to a minimum. If you like more than a bit of luck in your games, as well as relaxation, a quiet hand or two could be just the trick.

17 Bt, Disk 1530



## SPACE ACE

Running a close second to Eric Schwartz's demo of the month, Hardwire's latest is a must for film collectors and sci-fi fans alike. Featuring a fabulous starstage, the camera pans onto a lone spacecraft. An astronaut is awakened from deep sleep by the ship's computer to inform him of an intruder on-board the craft. The lockless navigator is then set upon by a huge Alien-like beast. Even though it's only 15 seconds long it's a fantastic piece of programming, although why the animation is interrupted by a rather average soundtrack and some lousy sounds is beyond me. Let's hope we get to see what happens next!

Rubber Fusion ★★



## CLONE ZONE

Shoot 'Em Up Construction. All games have always proved popular on the PG circuit and Wizard Games' *F-16 Versus* is another in a long line of such games. It might not have the playability of *2048*, but it's a competent vertically-scrolling lighter game nonetheless. The action is a bit slow and the controls are slightly sluggish, but all the land, sea and air combinations prove to be stiff opposition.

Virus Press, Disk 0001 ★★



## FRACS AND FANTASY

Mr Pet, Bit Arts and Cougar, better known as sound team, SANITY, have slaved right and day to bring you a rather quaint graphic demo.

Incorporated on the single disk are several fantasy art pictures that scroll and rotate about the screen. The well-presented screens are complemented by 5 music tracks and a pulsating fractal image that beats to the beat. The songs average two-and-a-half minutes in playing time and use anything up to 20 instruments at a time.

17 Bt, Disk 1567 ★★



# Crazy Joe's

Amiga Public Domain Software

## PD GAMES PD GAMES PD GAMES PD GAMES

111 MURDERER (2P)	Provides all level games
112 CARO & BOARD GAMES (2P)	Caro & Board, a collection
113 MURDERER (2P)	Caro & Board, a collection
114 ELECTRIC TRAIN (2P)	For someone else's money
115 SYMPHONY (2P)	"Silly" but creative trading game
116 RAY & RAY (2P)	Ray & Ray, a collection
117 OTHER TRUCK (2P)	Ray & Ray, a collection
118 LEARN TO PLAY (2P)	Teaches words and counting
119 MURDERER (2P)	Teaches words and counting
120 MURDERER (2P)	Teaches words and counting
121 MURDERER (2P)	Teaches words and counting
122 MURDERER (2P)	Teaches words and counting
123 MURDERER (2P)	Teaches words and counting
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148 MURDERER (2P)	Teaches words and counting
149 MURDERER (2P)	Teaches words and counting
150 MURDERER (2P)	Teaches words and counting

## USUAL SOFTWARE

151 MURDERER (2P)	Teaches words and counting
152 MURDERER (2P)	Teaches words and counting
153 MURDERER (2P)	Teaches words and counting
154 MURDERER (2P)	Teaches words and counting
155 MURDERER (2P)	Teaches words and counting
156 MURDERER (2P)	Teaches words and counting
157 MURDERER (2P)	Teaches words and counting
158 MURDERER (2P)	Teaches words and counting
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## MUSIC DISKS

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## SUBGAMES

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## DEMOS AND ANIMATIONS

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# DEMOS



## TOLKEIN ART

If you've ever wondered what the great J.R.R. Tolkien looked like, then you have two good reasons for getting this demo. Containing twelve defined colour illustrations from the 1980 Tolkien calendar, plus a photograph of the great man himself, the demo is a real atmospheric treat. Artist Ted Nasmith's interpretations of the characters that populate Tolkien's books are excellent. Ground Zero PD, Disk 505. **★★★★**

## GAMES GALORE

Ground Zero have put together another compilation of games that's an absolute must. The three games on offer are: Bloodbase, a 'hard-your-ship-safety-on-the-pot'



affair; Wastewar 32, which is reminiscent of the BBC classic Bone Crusher where you must collect diamonds and avoid falling objects; and, best of the bunch, a simultaneous two-player near-perfect arcade conversion of Pacman that you won't be able to put down. Ground Zero PD, Disk 11. **★★★★**

## NO ESCAPE FROM ALCATRAZ

Another strong contender for the top slot is Alcatraz's space demo, Odyssey. This one has to be the longest demo I've seen, running for an impressive 26 minutes over five disks. It's a strange mixture of arcade parallel graphics, 3D space ships and just about every style of graphics you've ever seen on the Amiga. The whole thing revolves around the story of a hostile force that's threatening the very fabric of the galaxy. A lone fighter sets off on a mission to find the component with which to restore stability to the universe. Some brilliant 3D graphics, ranging from



Epic-style day-fights in space to sparsely fractal landscapes that create a brilliant atmosphere. It can get boring after a while but it's really worth seeing.

17 Bt. Disks 1074  
A, B, C, D & E **★★★★**



## LOTUS RELIANT

One may start out in for a hearty laugh at the expense of all three-wheel car owners, but Demoscan have put together a take-off of the recent Lotus Reliant Turbo game's open sheet, with their Hyper Reliant Turbo Challenge Demo. The disk has been created using AMOS and depicts our re-released driver in a bumbling hot bucket that couldn't roll down hill with a strong wind behind it. Harlowe and so much more if you know someone who owns one, ah ha!

401 Demoscan PD **★★★★**

## UNDERHAND TACTICS

If you're one of those people who keeps all their old magazines for the hints, cheats and tips pages, thinking one day you'll type them all into the computer for reference, here's a much better alternative. A huge collection of more than 100 cheats has been collated for you by Ethelbert. It's also possible to type in the name of a particular game and the appropriate cheat will then be found for you.

17 Bt. 1037 **★★★★**



## PDTOP TEN

Animation 3-Sound 4-Utility  
2-Game 3-Miscellaneous

- 1 Army of the Movies II A
- 2 WWF Showdown M
- 3 Cult TVI M
- 4 Vietnam Conflict A
- 5 Lotus Reliant A
- 6 Odyssey A
- 7 Shaman Flaming G
- 8 Harlowe A
- 9 Thunder Street G
- 10 Akira M

Compiled by CU Amiga



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Mat Broomfield is here to guide you through another bumper crop of invaluable PD utilities.



Print Studio provides you with options to help you easily implement.

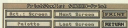
Screen font printer drivers are included to ensure that Print Studio works with some of the most obscure printers.



## AMIGA PRINT STUDIO

If you've ever had problems printing text or graphics, the Print Studio could be exactly the solution you're looking for.

As the name suggests, it's a complete printing workshop, designed to streamline and simplify both complex and straightforward printing jobs alike. At the simplest level, Print Studio allows you to print ordinary documents or screens



You're not restricted to printing whole screens. Print Studio allows you to define specific parts of an FF screen.

using a wide variety of printers. For maximum compatibility with the widest range of printers, forty-one printer drivers are included ranging from the traditional Epson ones, through to more obscure Canon and customised LG-10 settings.

It's easy to appreciate the program's more advanced features, too, such as its ability to print key parts of a text file. This feature is especially useful when you're working on a long document and don't want to keep printing the whole thing to check your latest changes. Print Studio can do the



flexibility to let you to Print Studio's new printing options

same for FF screens, allowing the user to specify certain parts of the picture to be printed.

The program includes a screen-grabber utility which permits the user to 'capture' whatever's on screen and save it for editing or printing at a later date. The Print Studio is well presented and user friendly and is improved even further by intuitive and easy-to-use preferences.

17-BIT, Disk 1543 +++

## 600 BUSINESS LETTERS

If you frequently have to write letters of a business nature, this disk will save you massive amounts of time. It contains many pre-formatted letters to cover most day-to-day business situations. The letters are grouped under seven headings: Accounts 1 and 2, Business, Employment, Legal, Order and Sales.

Letters under the accounts

heading deal with invoicing and maintenance of customer accounts. Employ contains every possible staff and employment letter

imaginable, ranging from letters of congratulation and contracts of employment, to letters of commiseration and job refusals.

Order and sales letters pertain primarily to the supply of goods and services, both on a corporate and individual basis, whilst the Legal directory contains many frequently-used legal documents including deeds of purchase and more obscure papers.

Business, the final category, holds every letter that didn't fit into one of the other groupings. Each of the letters on this disk clearly indicates where you should insert details specific to your own requirements and they will load into almost any word processor or text editor. Similar collections on the PC can cost over £100.00, so this collection represents superb value.

17-BIT - Disk 1541

+++++

Just a sample of the letters contained on this disk. (Note: The examples are used here solely as the disk itself and they would be useless for many) prices.

17-BIT - Disk 1541

17-BIT - Disk 1541

17-BIT - Disk 1541

17-BIT - Disk 1541

17-BIT - Disk 1541

17-BIT - Disk 1541

17-BIT - Disk 1541

17-BIT - Disk 1541

17-BIT - Disk 1541

17-BIT - Disk 1541



## PD UTILITIES

## MR BUN'S HOT PD

Here's one for people who enjoy rummaging through a good computer disk—it contains a mixed bag of eight different programs. First up is a neat little program called Track Display, which shows you which tracks any active drives are reading from, or writing to, as they run. This is especially useful when you're trying to locate damaged tracks or if you want to check the activities of track-loading systems.

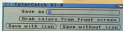
Color-Catch is a handy program for anyone who needs to change the colours of the screen display quickly and easily. When it's first activated, it stores the current screen colours in a small executable file. If, at a future time, the screen colours need to be restored, simply call this executable file and the stored colour information will be imposed on the current display. Very handy for programmers or disk compilers who don't want to spend ages writing boring bits of code time and time again.

Day2Day is a program that fits into the "Useless but fun" category. Given any two dates, it will instantly calculate the number of days in between them. Ideal for working out how many days until Christmas or your birthday so that you can start dropping hints nice and early!

Miss Checker 5.00 is an anti-virus program which is capable of detecting and killing viruses for viruses as well as the less dangerous file

and boot-block varieties. Although this program has been around for a little while, it's still highly regarded. Also on this disk are three games, including new versions of Frogger and Omnis and a really stimulating strategy game called Asteroids.

17 MBt—Disk 1058 \*\*\*\*



Exercises about using a phone book editor and three Omnis 2.0 versions of the book.

Asteroids is unique in that, not from the editor, but from the editor, it is unique.

## ORGANIZE



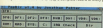
Vindex: a handy directory tool for people who keep forgetting to load their computers.

Vindex has been selected a directory tool can be requested in the program can check for the HQ virus.

GO is an easy-to-use computer organizer. Once loaded, a calendar appears set to the current date (provided your local expansion includes it). The user can then add messages at any date in the future so that he can keep track of engagements or important events. The program is especially useful for hard-drive users—once added to the startup sequence it will automatically load each time the computer is switched on.

Phone-It is the ultimate in quick-to-use phone-number databases. It has space for a name and number only, but it's particularly handy because it includes an auto-dial option for modern users.

Vindex is perfect for people like myself who own a large collection of video tapes and who never get around to labelling them. It allows me to keep a complete record of every program on every tape in my collection. It even lets me



Vindex is the ultimate in quick-to-use phone-number databases. It has space for a name and number only, but it's particularly handy because it includes an auto-dial option for modern users.

Here's a great disk for anyone who needs a lot of organization in

their life as it contains so useful programs to

help you control different areas of your

day-to-day routine. There's a straight-

forward text editor which has all the basic

features and a couple of less common

ones, such as case-changing (which into the user Change text

from capitals to lower case and vice

versa). The only addition is printer sup-

port, which states the program for less

control than it would otherwise be.

PopOff is a very handy directory-

listing tool which is ideal for those occasions

when the user needs to know the contents

of a disk but isn't able to open a CD-ROM

disk. Once activated, it offers the user a selection of devices

including logical ones such as RAM, ROM, EPROM, etc. Once

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Vindex: a handy directory tool for people who keep forgetting to load their computers.



Vindex: a handy directory tool for people who keep forgetting to load their computers.

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Or with 800 Kb 1 Mbiter + FTS Protection  
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We cannot be beaten on price

**SALE PRICE**

### The adventures of CAPTAIN DIAMOND





**P/X Your old 500  
for a new Amiga 1500  
for only £379.95**



**ROCTEC Slimline  
External Drive  
For The AMIGA  
ONLY £49.95**

## CAPTAIN DIAMOND'S 500 EXTRAS PAGE

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### ROCTEC PRODUCTS

#### Hard Drive For A500, simply the best in our opinion

External hard drive with streamline plastic casing for perfect fit to A500. Autostart + Autoconfig. with Kickstart 1.0 and above.  
Supports up to 2 IDE Hard Drives + 7 SCSI Drives or devices with the SCSI External Port. Expandable to 8MB 5MBs memory with 2MB, 6MB increments. External power adapter unit included.  
Simple Switch to disable HDD and memory or disable HDD only for full games compatibility. Quiet + reliable operation with cooling fan (user friendly installation - easy upgrade).

#### ROCHARD HARD DRIVES FOR YOUR AMIGA

0Mb Rochard IDE Card 0k	£199
0Mb Rochard IDE Card 2Mb	£249
0Mb Rochard IDE Card 4Mb	£299
0Mb Rochard IDE Card 6Mb	£349
0Mb Rochard IDE Card 8Mb	£399

52Mb Quantum Hard Disk 0k	£349
52Mb Quantum Hard Disk 2Mb	£399
52Mb Quantum Hard Disk 4Mb	£449
52Mb Quantum Hard Disk 6Mb	£499
52Mb Quantum Hard Disk 8Mb	£549

105Mb Quantum Hard Disk 0k	£449
105Mb Quantum Hard Disk 2Mb	£499
105Mb Quantum Hard Disk 4Mb	£549
105Mb Quantum Hard Disk 6Mb	£599
105Mb Quantum Hard Disk 8Mb	£649

**All Rochard drives and controller cards  
come with a 2 year warranty**

### GVP SERIES 2 HARD DISKS

**52Mb ONLY £369.00  
105Mb ONLY £529.00**

Perfectly matched in colour + style to the AMIGA 500g. 1 time access drive. 1" high drive by Quantum. Room for up to 8MB of RAM expansion. Cut off switch for games! Expansion Mini Slot. External SCSI port. Dedicated PSU and fan. 2 years free warranty. Add £65.00 per extra 2Mb 52Mb

52Mb	0k	£369.00
	2Mb	£424.00
	4Mb	£479.00
	6Mb	£534.00
	8Mb	£589.00
105Mb	0k	£529.00
	2Mb	£584.00
	4Mb	£639.00
	6Mb	£694.00
	8Mb	£749.00



### MONITORS

High Res 14" colour	£349	High Res 21" colour	£1599
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PHILIPS 8833 Mail colour monitor			
+F19 promo and free lead+ Dual cover		only	£229

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Did you get F19 with your 8833 Mail monitor this Christmas? If not, you may have got an imported monitor, which does not conform to the U.K. electrical safety standards. Captain DIAMOND, in his generous generosity, advises you to take back your monitor to the unscrupulous dealer who grey imported it and either insist on a safe model or come to a retail Diamond store, with a photocopy of your original purchase and until Feb 28th 1992 we will let you have a genuine U.K. monitor with F19 for the same price -  
because we love our customers!

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UltraSlim Roclite	£54.95
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Has your Commodore got the right drive? Would you like to upgrade your Commodore 11 system with a new 5.25MB drive? Then you need our new 'Recode' software. It's the only software that can be used to upgrade your Commodore 11 system.



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# CAPTAIN DIAMOND'S 500's SPECIAL PAGE

## IVS TRUMPCARDS

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The IVS Trumpcard is the top selling SCSI hard drive controller. Representing the latest in technology directly from the USA, it is the only controller to support IBM, Amiga and Apple MAC partitions on one hard disk. This allows you to run software for the three main hardware platforms on one machine. Only one computer can do this.

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### Fastest Drives for Lowest Prices

QUANTUM	IDE	SCSI
20MB	£169.95	£179.95
10MB	£169.95	£179.95

3 Year Warranty

### STQUEST

removable cartridge drive	
44MB 20MB	£199.00

TRUMPCARD FOR ABOVE will £69.95

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4 x 386 (CRAMS)	for AMB's etc	£5.95
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1 x 1MB (RAMS)	Necula/G.V.P./Rockhard etc	£14.95
4 x 1MB (RAMS)	G.V.P./Pentac	£199.95
CD, CHIPS		£14.95
1.2 ROM		£29.95
2.0 ROM		£12.95
ROM Shaver		£14.95

These prices do not include fitting; however if you don't want to fit them yourself then this can be performed by one of our Qualified Engineers at any of our branches.

## SPARES AND REPAIR

### Internal A800 Disk Drive £81.95

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## DOT MATRIX PRINTERS

STAR LC 36	£139.95	24 PIN COLOUR	£299.95
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SWIFT 6-COLOUR	£179.95	SWIFT 6X	£199.95
SWIFT 6	£199.95	SWIFT 244	£179.95
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XB-24 - 200 COL	£179.95	NEW SWIFT 224 colour	£299.95
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Qio 400	£299.95
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Toner if purchased with above 1 only	
QIO LASER 800 6-1MB	£299.95
QIO LASER 800 Dual Bin 6-1MB	£1199.95
QIO LASER 800 Postscript 2MB	£1099.95
QIO LASER 840 Postscript 2MB	£1099.95

## DATA/PRINTER ETC CABLES

Parallel Printer Leads	Monitor Cables
1.0M Printer Cable	AMIGA > IBM 1084/5
2.0M Printer Cable	AMIGA > Philips 6000-MK I
3.0M Printer Cable	AMIGA > Philips 6000-MK II
5.0M Printer Cable	AMIGA > MULTISYNC
10M Printer Cable	AMIGA > TV
Centronics to Centronics	Please state TV make & model
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High Quality Micro Perforated	
60 gsm 1000 sheets of tractor feed	£9.95
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## PRINTER RIBBONS & ACCESSORIES

Unlike some other companies, CAPTAIN'S guarantees that all our ribbons and accessories are genuine manufacturers products and not put up shop for profit. We have a wide range of ribbons and accessories for all the major brands of printers. We have a wide range of ribbons and accessories for all the major brands of printers. We have a wide range of ribbons and accessories for all the major brands of printers.

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100% ink buffer	£19.95
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**WANT A 1500  
With Workbench 2.04?  
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**SWAP IT FOR  
ONLY £379.95**

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1500 FOR £379.95  
OR YOU PAY**

# CAPTAIN DIAMOND'S 1500 & 3000 CENTRE

**ALL PRICES INCLUDE VAT**

## AMIGA 1500

### Specials

**A1500 GVP 32Mb  
+ 8833 Mk II Monitor  
A1500 GVP 105Mb  
+ 8833 Mk II Monitor**

all 8833 Monitors come with F10 protection

386i	P1X	386i	P1X	486i	P1X	586i	P1X	586i	P1X
£669	£669	£889	£729	£889	£739	£1019	£849	£1079	£899
£1099	£899	£1099	£909	£1199	£999	£1249	£1049	£1279	£1099
£1291	£1091	£1459	£1259	£1599	£1399	£1749	£1549	£1849	£1649
£1719	£1519	£1839	£1639	£1999	£1799	£2199	£1999	£2499	£2299

P1X - Free Exchange From Amiga 500 to Amiga 1500

## AMIGA 3000

The NEW  
Commodore AMIGA 3000

32Mhz processor/105Mb hard disk,  
4Mb Fast RAM, 2Mb Chip RAM,  
+ SCSI II + Deluxe Paint IV

**£3295.00 INC VAT**

## AMIGA 1500 SPECIAL PROMOTION

### Completing THE NEW AMIGA 1500 PACK

Amiga 1500 32Mb Oni access hard disk driven by the NEXUS SCSI hard disk controller with 2Mb of RAM which can be expanded in 2Mb steps up to a maximum of 5Mb. The NEXUS also comes with a suite of storage software utilities: FlashDisk, PowerBench, SmartCache, Speed, DiskSupport, Input/Output, MemoryDoctor. Utilities to enhance the control of your SCSI hard disk.

**ALL DIAMOND 1500'S COME WITH NEW WORKBENCH 2.04**

Software with the machine comprises DeluxePaint II, The Works, Home Accounts, 3 Games - Puzzles, Toki and Eitj, and a book entitled "Get The Most Out Of Your AMIGA".

Or with 8003 8833 Monitor + F10 Protection  
Or with Multisync Monitor and CGM Video Card (Plicker Pixel)

**ONLY 1599**

**ONLY 1599**

**ONLY 1599**

## PROGRESSIVE PERIPHERALS

68040 Board for your A1500/2000  
50 MHz Clock speed

4Mb RAM **£1499**

8Mb RAM **£1899**

8Mb RAM **£1899**

## FUSION 40 68040

The Leader In Accelerator Cards  
with 4Mb on board RAM £1299

## ACCELERATOR

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The low cost, quality 32000  
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only **£3585**

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only **£1289**

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only **£295**

only **£425**

### 32MB

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only **£739**

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only **£1785**

## SUPRA 8Mb BOARD FOR 1500/2000

Baseboard	£89
Add	£89 for 2Mb
Add	£139 for 4Mb
Add	£267 for 8Mb
Add	£275 for 8Mb

## CAPTAIN DIAMOND 3000 "BASHER" PACK

The New Commodore Amiga A1500 with twin  
3.5" floppy drives, Multisync Colour Monitor,  
CGM Flicker Free (card),  
68000 32Mhz Processor, 105Mb hard drive  
with 4Mb RAM and s/w, Deluxe Paint II,  
The Works, Home Accounts  
+ 3 Games: Puzzles, Toki and Eitj  
**ONLY £2595 INC VAT**

## NEXUS BOARD Baseboard 0Mb HD 0k RAM ONLY £145

Prices for Nexus Board options

RAM	0Mb	2Mb	4Mb	8Mb	16Mb
HD	0k	£145	£145	£239	£239
0Mb HD	£239	£239	£239	£239	£239
105Mb HD	£239	£239	£239	£239	£239



**£449.95**  
**With Encyclopaedia**  
**& Lemmings**



**£479.95**  
**With Normal Titles**  
**& Starter Pack**

## CAPTAIN DIAMOND'S CDTV PAGE

CDTV



CDTV

Imagine, if you can, the concept of a new, more powerful Amiga.

...with thousands of memory and a compact disk drive of almost infinite size. A disk is real. I can store hundreds of millions of digits of data. This data could be speech, scanned pictures, digitized music scores, computer programs or other information... and more.

The **Integer-Component** data type is the key to the power of **IC3DTM**. Its storage capacity is equivalent to around a quarter of a million text pages of text. This, when integrated with the **PM** of Internal **PAM**, creates a system, first, from a **CD-ROM**, can give you access to an incomprehensible spectrum of real word images, words, text contained below. These real images, real words and sounds, give you a whole new dimension in terms of education, entertainment & information technology.

Don't forget that CDTV can play a useful quality life control role, too. It can also play the new CD role of being a new digital source and information provider.

Can't find what you're looking for? There are educational packages, correspondence courses and electronic libraries, sharing games, music systems and many other sites and varied subjects waiting when you return to our site. We'll have a lot more to add soon. Visit us at [www.ck12.org](http://www.ck12.org). Systems are always improving.

## CITY STATION 1:00

When you choose your CFP® from COUNTRY, not only do you get our legendary service, but for only an extra \$250, you get the CFP® Advisor, too. And your advisor will be yours, period. - 800.800.8000

This includes a complete package of PC files, files including the Windows feature a Performance Improvement and Settings (and that have gotten) work. It has almost like a solution to the performance problem and all the hardware issues in one place.

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**Find it. Or your nearest branch will have a personal demonstration, or phone for your fully stocked CDUs**

## CITY ACCESSORIES

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**Abstract**

NETTV brings information and entertainment into your home in a way that has never been possible before. It's based around the familiar (cable) but goes beyond with a computer that simply connects to your television and streams still and moving pictures, referenced and then stored in what we call a "cloud."

Whether you want to improve the quality of reference material available to your students or to enhance your teaching staff to have the information at your fingertips, the latest design of the hardware and software means that you get the information you want in the way that you want it.

Important Military  
 First-Paid Collection  
 Strategy  
 Mathematics  
 American History  
 New City  
 Mount Wilson Observatory  
 Time Table Science  
 120 pages  
 Third Year  
 Eyes of the Eagle  
 Peter Finkel  
 Regional Study  
 Paper Bag Project  
 Teacher for Home Run  
 Teacher's Manual

020-477	History/Course Info
020-478	18th-Century Britain
020-479	19th-Century Britain
020-480	20th-Century Britain
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## TARTAN UP YOUR AMIGA

Amiga Centre Scotland (ACS) have already carved themselves a sizable reputation with their Harlequin graphics board, and their updated version looks set to wipe the smug grin from the faces of American Video Theater owners.

The Harlequin Plus provides Amiga owners with a graphics workstation which can produce television-quality stills and animation. Retailing at the two thousand pounds mark, it lets the user create images which have previously only been available on high-powered workstations costing ten times the price.

The system, which is based on ACS's original Harlequin, provides three new display modes and an overlay system which, for the first time, makes

large-scale animation feasible. It builds upon the 24-bit technology which ACS have developed over the past few years, and the result means the new board is faster, more powerful and generates more impressive results than anything that's gone before.

To use its technical specifications, Harlequin Plus is a 24-bit frame buffer, with an additional 8-bit alpha channel. In practical terms, this means that the Harlequin can be used to view, edit and output images drawn in 16.7 million colours. But it doesn't end

there. The photographic-quality images don't just have to be used on TV or video; they can be sent to a slide maker to produce 35mm slides. In addition, the images can even be output to a revolutionary new poster-making printer which makes the massive billboard ads.



*world  
exclusive*

# colour me good

The world of 24-bit graphics is about to witness its most exciting

new release ever.  
**Mat Broomfield**  
finds the future's so  
bright, he's got to  
wear shades...







Reeling first watched this picture, the Matrix movie was used to send the picture into soft focus.



Using a colour scanner, Harlequin can also be used for commercial-quality photographic retouching, enhancing images or dull photos and producing vivid images which can be used for everything from credit cards and washing powder cartons to magazine covers and posters. So the last contrast, but is there nothing this new board can't do?

## TIER 2 OF A CLOWN

The Harlequin comprises a two-tier circuit board which plugs into the internal expansion slot of any Amiga from the A1000 upwards. The board is then controlled directly to a monitor using one of several adaptor leads. When in use, two monitors are required – one to see the output of the Harlequin, and the other to see what you're telling it to do.



## 24-BIT GAMES?

One of the most interesting possibilities to arise from this new technology is the possibility of games sporting millions of colours. Will it ever happen or is it just so much Scottish wool?

At the moment 24-bit systems cost far too much for the average home user, but lowering the barriers of the past, prices are bound to fall drastically as the technology becomes more widespread.

If you look at the G101, which originally cost over £100, and a monochrome display, and held a miserable 16 of memory, it's hard to believe that it was only two years ago. It was followed by the Commodore 64 which boasted 64 colours and 64k of memory. Today, you can buy an Amiga sporting a palette of 4096 colours and 1MiB (1024k) of memory for about the same price in real terms as that first 25-61. Thus, with such progress, it seems reasonable to assume that within the next five to ten years, we'll all be playing 24-bit games.



A standard monitor will suffice for work in the lower resolutions, a hi-res or multi-synch monitor will be required for any high resolution work. Also, due to the enormous amount of processing required to handle 24-bit 24-bit images, the use of an accelerator board featuring a 68020 or 68030 chip is strongly recommended.

The Harlequin's main claim to fame is that it can display 21 and 24-bit files from a wide variety of sources. In essence, the board acts as a disk drive or printer in that you have to save files to it before they're displayed. Similarly, you can load files back from it, ready to save to disk in your chosen format. Using the Masterlink software provided, the user can load and display files generated by the likes of Caligari, Real 3D, TV Paint and many others. These files can then be saved off in DEEP format (the new standard for 24-bit images), or using Art Department Professional (Art Pro) or TV Paint they can be stored as JPEG files.

## HARLEQUIN PLUS

...at a glance

- Most powerful budget 24-bit system yet
- Ideal for studio or private use
- Excellent price to performance
- Comes in standard video TV or workbench
- Can be used for video like 35mm slide or paper output
- Easy user friendly

## A RIOT OF COLOUR

Although the Harlequin Plus is perfectly at home when used as a screen display, it comes into its own when outputting images directly to other packages. The best example of this is the aforementioned TV Paint which relies for roughly £800.

TV Paint is basically a glorified 24-bit art package, but offers more because of the Harlequin's alpha channel. The alpha channel comprises eight additional bits per pixel, and can be used to add special effects not normally possible with 'ordinary' art packages. Advanced anti-aliasing and smoothing effects, as well as precise control over colorizing, and shading are all possible thanks to TV Paint. The package has been written especially for the unit by French pioneers, Tiroff, and has been created 'by artists for artists', which means that everything has a very responsive feel, and contains the sort of tools that artists presumably require.

Commercial artists will appreciate TV Paint's ability to work on screens up to 2540x1368 pixels in size (over four times as large as Harlequin's standard hi-res page of 512x512). This means that the user can design images which, when output through a

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without the annoying inconvenience of software  
incompatibility. This board can also be used to upgrade  
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# colour me good

35mm slide master, will result in transparencies which can be enlarged massively without losing clarity.

As Pro is another very popular utility which can be used in conjunction with the Harlequin. The program is a high-powered image processing tool which uses the Harlequin's double buffering feature. Double buffering allows

the user to cut between two screens in memory at once to create a composite image. It's particularly useful when working with pixelated images, and

Games featuring 16.7 million colours are likely to become a reality in the future. We took the opportunity to see how one of today's classics would look.



First view looks as good as the original screen...



Using the French mode in Harlequin, we simulated the current background...



Using the Harlequin Professional, we simulated the 16-bit screen and converted it to a 24-bit image. Finally, using the Harlequin Professional, we simulated using the Harlequin Professional to reveal the glorious 16.7 million colour image underneath.

## FMV - THE FACTS AND THE MYTHS

FMV is currently one of the hottest Amiga buzzwords. It stands for Full Motion Video, and taken to the extreme it represents full-screen TV-quality animation running on the Amiga. This could cover a virtually infinite spectrum of subject matter, ranging from short educational clips right up to full-length feature films.

Unfortunately, using existing technology, it's impossible for two major reasons. Apart from CD-ROM, there are no drives fast enough to transfer the images to the computer in real-time, and the computer can't accept data at a fast enough rate. The problem is caused by the Amiga's data bus, which is the expansion slot at the side of the machine. At top rate, it can only accept a maximum of 2mb of information per second. If we assume that an average 24-bit screen is about 1.5mb in size, the computer couldn't manage to load and display two screens in a second. Several companies are currently trying to solve the problem, and most are working on image compression as the possible solution.

Although there's still no officially recognised format for 24-bit images on the Amiga, AGO have now high-level support for what they call H20P format. French specialists, Tresselt, have taken the format and come up with what they call H20C - Compressed H20P format, which went up to 50%. Unfortunately, they appear to have been piped at the post in the race for the ultimate compression system, and a new standard has been proposed which looks set to see the computer graphics world on its head.

The Joint Photographic Expert Group have come up with a universal system dubbed JPEG, which claims compression rates as high as 40% (data preview systems which attempted to compress every part of image data, JPEG actually discards some of it, leaving taken the basic image, it groups the pixels into blocks of eight and uses the combined luminance and hue values of the pixels to calculate an average for the entire block. Having performed some extremely complicated fractal maths on the result, the image is stored in a compressed form.



Picture compression rates of up to 40% are possible using the new JPEG format. For test it out, we compressed a 1.2 megabyte picture of a dog and loaded it into this 24-bit image which only occupies 35.6kb

can be used to create additional effects, such as rub-through where one image is rubbed away to reveal a second beneath.

### MODES GALORE

The new unit also features new graphics modes, offering increased speed and flexibility for the professional user. The first of these is called 16-bit mode, and it lets you have 65,536 colours on-screen at once. Although this is a massive decrease in the colours offered in 24-bit mode, it's adequate for all but the most demanding of graphics requirements. It also carries with it the great advantage of reduced storage space and loading times.

There are also two new 8-bit modes, one of which lets you use a fixed 256 colour palette, whilst the other gives you 256 colours to use in the full spectrum of over sixteen million. Again, both modes have the advantage of significant savings in both memory and disk space, making animation more feasible.

The final new mode, is called 4-bit overlay and can be used in conjunction with the other Harlequin modes, ranging from the standard 16.7 million colour display down to the two-8-bit versions. It allows the user to create a screen-sized overlay using sixteen colours, which is treated as a separate entity to the main screen. Because this overlay uses a severely reduced palette, it's small

# colour me good

enough to animate in real-time, or by using colour styling.

## CONCLUSION

As a professional graphics tool, Harlequin is unequipped. It employs revolutionary technology to provide the user with a reasonably-priced and instantly usable piece of frame production equipment. I suspect that many Postscript-trained specialists will be shaking their heads in dismay, as virtually anyone can now acquire the tools and knowledge to do in months what they've taken years to learn.

For ordinary home users, the Harlequin Plus may not seem any more than an interesting pipe-dream or novel item. However, its ground-breaking technology heralds the way forward for all computer users, and today's luxury may so easily become tomorrow's standard.

## DICTIONARY DEFINITIONS

- 18-bit mode - Uses 65,536 colours and offers faster loading and greater disk and memory savings.
- 8-bit mode 1 - Uses a fixed palette of 256 colours. Ideal for testing graphics before committing to a full 24-bit resolution.
- 8-bit mode 2 - Uses 256 colours from a palette of 16.7 million. Slightly more flexibility than mode 1.
- 4-bit overlay - Allows definition of a sixteen-colour, full-screen overlay which is positioned on top of other graphics. Ideal for logos and navigation. It can be used in conjunction with the other modes.
- Faster processing - The new board runs approximately 10% faster than its predecessor.

## VERDICT

*Best and most enjoyable  
24-bit board yet*

EASE OF USE	80%
VALUE FOR MONEY	90%
EFFECTIVENESS	95%
FLEXIBILITY	90%
INNOVATION	95%

**OVERALL 90%**



Native Designer, Sandy White, has created the backdrop on the left for a commercial poster-making business. Using a special tool, an printer he designed himself, Sandy can output any 34-bit image direct to paper, creating posters instantly. He also runs a range of test to be made in real time. His printer is actually slow, but Sandy says that it's ideal for producing small runs of posters and for the speed of any service his customers can offer. Apparently, the hardest part of developing the printer was finding its attack was both well-timed and right outside just to send something from the site to the printer.







Donning his red braces, Nick 'Gecko' Veitch analyses Gold Disk's new spreadsheet, *Professional Calc* to three significant figures.

**N**umbers. There are an awful lot of them. Big ones, small ones, ones. There are just too many numbers out there repeatedly interacting with each other. It's time someone got them under control.

*Professional Calc* v1.0 is a spreadsheet. It's task is to control your numbers for you. It's the computer equivalent of squared paper, a pencil and a calculator. Being computerised, though, it works faster and you can be slightly more sure of the results of the end of it all.

## PRISONER - CELL BLOCK H

In order to organise the numbers, *Pro Calc* puts them into cells. The screen is divided into a grid of rows and columns. Rows are identified by a number and columns are identified by letters. At each intersection of a row and column is a cell. Thus, each cell has an address so you know where a number is when you're looking for it.

Making calculations is about putting numbers to work, so it is important to know where to find them. Functions are performed on the numbers by referring to the addresses, the results will be locked up in another cell. For example, if you wanted cell A2 to contain the sum of the previous two cells in that column you would enter into cell A2 the expression:  $=B1+A2$  or,  $=sum(B1:A2)$ . That's all there is to spreadsheets: keeping numbers in their place.

## MORE THAN A NUMBER

*Pro Calc* also lets the user insert text into its cells, and you can also choose the font and point size of the text. This means that everything is not only faster and more accurate, but it also looks nicer.

Text and numbers can be coloured too. *Pro Calc* supports 4, 8 or 16 colours and a variety of screen modes, including the super-productivity mode! If you're lucky enough to own a Kickstart 2.0 machine.

The program automatically adjusts the height of rows to fit the fonts. Column widths can be altered manually so there is no need for your spreadsheet not to output direct from *Pro Calc* rather than exporting the data into a wordprocessor or DTP package for reformatting.

## FUNCTIONALITY

If you had to enter your own expressions for the computerised calculations you'll have to perform, it would take you a long time and also invite an unworkable error factor. *Pro Calc* comes with over 130 predefined functions, about the equivalent of the most expensive *Calc* calculator you can buy. These functions cover a very wide area. Of course, there are the standard trig and boolean functions but there is also a host of financial and statistical formulae built in. Just because *Pro Calc* is a spreadsheet doesn't mean it's all about finance. Spreadsheets were originally designed for use by scientists



Then reformatting your charts can be produced and exported to a word processor. *Magical Charts* appear in their own calculation window and can be set up to calculate all your calculations in the spreadsheet. *Magical Charts* can also be set up to calculate all your calculations in the spreadsheet. *Magical Charts* can also be set up to calculate all your calculations in the spreadsheet.

for entering experimentally-obtained data, so there are plenty of functions for dealing with statistics and mathematical problems.

## CHARTED TERRITORY

It's not often that people want to just look at a pile of numbers. Charts and diagrams are much more interesting. *Pro Calc* has extensive charting facilities enabling your data to be displayed as a pie chart, a line graph, three dimensional line graphs, bar charts, scatter diagrams and just about anything else you can think of.

To produce a chart, select a range of numbers with the mouse. *Pro Calc* intelligently reads the text data for axis labels from neighbouring cells in the spreadsheet. Also, using the same techniques for colour outlining found in *Professional Page*, there's even a wide variety of shades to choose from when working in four-colour mode.

One possible criticism to make is that the three dimensional charts don't allow you to 'rotate' the chart to a different viewing angle - a useful feature if you have several sets of data which overlap each other on the default display. You can even export the charts as RT graphics, CAD format graphics or *ProDraw* files for inclusion in any DTP systems.

**ADDING BOOK**  
*Pro Calc* is available from, amongst other places, *Office Shop*, 1-4, The Mews, Watlington Road, Oxford, Ox4 9JF. Tel: 01865 351111.

## INTEGRATE IT PARTS

For your spreadsheet to talk to the rest of your software is obviously a great boon. By including

## PROFESSIONAL CALC



where, but also draw up all the conclusions and graphs afterwards. With the level of Axiom support invested in programs like Pro Calc II you won't matter what application you are running, as you'll be able to run all the other applications. *Thomas F.*

**00000000000000000000000000000000**

Gold Disk are leading the way in producing an integrated software system for the Amiga. The *Pro-Track* will automatically detect, transfer, and *Amiga* install each module. In a fully featured word processor and text book when finished. In many ways this modular approach - selling each package separately but able to interconnect them all - is better than a true integrated system. The *Gold Disk* packages communicate as well as any integrated package on any machine and yet you have the option to buy the components you need rather than to fork out for a whole bundle.

In the past, bond funds have finally rid the image of a spreadsheet as a boring financial package (although it is very good at that too), in favor of the fund's wider task. These packages were originally intended to be - number processors to be used, as one user's word processor.

Pro Calc is probably one of the most intuitive packages introduced by Gold Disk. There are a

This simple speed-of-light argument underlies the solution of the mathematical problems in special-relativity courses used to teach. Simply enter the "rest" and "moving" numbers in the equations and the correct answers of the problems.

**Abstract:** The authors describe the development of a new instrument, the *Parental Involvement in Children's Education Scale* (PICES), to assess parental involvement in children's education. The instrument was developed through a series of steps: (a) review of the literature, (b) development of a list of items, (c) development of a preliminary scale, (d) testing of the preliminary scale, and (e) development of the final scale. The final scale consists of 15 items and is a 5-point Likert scale. The instrument was tested on a sample of 100 parents of elementary school children. The results of the testing are discussed.

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# sample your wares



## CHEAP'N'CHEERFUL

Cornwall. Home of the pirate and its mysterious contents. Home of dozens of tourist attractions, it's also the home of Microdeal - one of the original 16-bit development companies. After leading the way in game design (they released *Gold Runner*, the first game to vertically scroll on an ST - considered very tricky indeed) and the first four-player game (*Leathemint*), Microdeal have evolved from innovative game designers to making reasonable samplers. They started with their budget-priced *Master Sound*, a cheap 'Y' cheertful noise sampler, and followed it up with *AMAS 2*, an up-market MIDI-compatible version. Building on these successes, they have now reworked both versions in the form of *Steno Master* and *AMAS 2*.

At first glance, the two samplers look very different. In terms of capabilities, though, they are pretty much identical, with *Steno Master* coming across as a cut-down version of *AMAS 2*.

## DISPLAY DEC, DISPLAY DAY...

As with most samplers, the real strength of the units lies with the quality and ease of use of their software, and in this case the duo scores very highly. The main work screen is split horizontally into two sections, with the top section housing the waveform display, and the bottom area holding all of the control



Microdeal's *Steno Master* and *AMAS 2* samplers clearly show usability features that aid operators, providing options to modify graphics and presentation more effectively. The *FX* screen provides eleven steps to sound synthesis facilities.

buttons and panels. Occupying the centre of the control area is the main sampling panel, from which commands are issued to record (in either mono or

After a period of absence, Cornwall-based Microdeal are set to unleash two new sampling packages on to the bustling Amiga market - *Mat Droomfield* sampled their wares...

stereo). Auto-triggering is also supported, allowing the user to specify a volume at which either unit starts sampling. This comes into play when trying to sample abrupt-starting sounds, and you don't have to waste memory to be sure of getting the full sample. Also located in the record panel are the *FX* and *Sequencer* buttons, which call up further sub-menus when selected.

## SPECIAL FX

The *FX* menu contains many improvements to both of the original packages, with eleven special effects which can be applied in real-time. These range from ordinary effects, such as *Echo* and *Reverb*, to unique ones including *Chorus* which takes the incoming sound and duplicates it in such a way that it sounds as if every note is a chord of notes.

Each effect can be customised using one or both of the two sliders provided, but the exact nature of the changes is dependent upon the effect being used. Any favoured settings can then be saved to the default menu. Up to twelve additional effects can also be added in this way, allowing a library of up to twenty-three modifications which can be performed.

Although many of the effects can also be applied to samples stored in memory, their primary use seems to be as modifiers for live performances.

## SEQUENCE IT

Another addition to Microdeal's software is the *Sequencer* section, allowing the user to construct songs using the samples they've recorded. The *Sequencer* functions in a similar fashion to *Soundtracker*-style programs, but at a greatly simplified level. The user can pre-load up to eighteen samples, for real-time or step-wise incorporation into a song.

When loading samples, they're assigned to one of the keys on the numeric keypad (including the symbol keys). Pressing one of these will then play the relevant sound. Songs are constructed by telling either package to start recording, then hitting the keys in time,

**AMAS 2** *Steno Master* and **AMAS 2** can be purchased from Microdeal, PO Box 18, St Austell, Cornwall, PL31 4TA. Tel: 0750 16026.

## sample your wares

time, building up a variety of sounds. However, although Microdeal proclaims the sequencer as "one of the most exciting aspects of the package," it's actually one of the package's greatest shortfalls. The sequencer is rudimentary to the extreme, coming across as a waste of valuable memory, which could have been used for extra sample space.

### IOXY ICONS

Another irritating point is the control panel, which has far more IPI (Icons Per Inch!) than any other package. This is itself not the problem, and it's handy having most of the commonly-used options on-screen. The problem lies in the pictures that are used to depict the functions: none resemble their particular function, making the whole package far less intuitive than it should be. If they couldn't find representative icons, words or abbreviations would have been a better choice.



### THE THIRD DIMENSION

One icon that does bear a resemblance to its function is the 3D Fast Fourier Display (FFD). This intriguing option presents the user

with a three-dimensional map of the current sample, plotting its frequency across the X axis, and time along the Y (and Z) axis. This results in mountainous-looking graphs, which appear to have no earthly use, but are a nice touch.

One of AMAS 2's advantages over its sister, is that it also doubles up as a MIDI interface for use with the program's sequencer, or as a stand-alone utility. As a stand-alone tool it allows the user to control MIDI-compatible instruments using any sequencing software (Dr Tr's, Music X, etc), and it performs adequately. Where AMAS 2's MIDI abilities become interesting, though, are in its sample-mapping capabilities. Using the Sequencer, eighteen samples can be assigned to specific keys or strings to the user's MIDI instrument. This makes AMAS 2 a real possibility as part of a live performer's set-up, allowing sam-



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## AMAS 2

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- Very powerful editing capabilities
- Easy to use
- Ability to map samples onto MIDI keyboard
- Real-time frequency analysis
- 16-bit digital audio
- 16-bit digital audio
- Sample rate up to 44.1kHz

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1 If you're changing the music pattern of the sample being played, only the area between these two arrows will be affected. To move the sample area simply click on the line and drag it from left to right.

2 The two different channels are shown in these display areas. Naturally everything that's affecting the left hand side is also affecting the right hand side (as is the bottom).

3,4 These displays show where the music has got to. Once again, left is left and right is right.

5,6,7 This set of buttons are useful especially for short and long of the entire sample. They control the start and end time you will see in the display. All operations that affect the sample will only affect the position between these lines.

8 Plays the sample.

9 The playback controls. These control most right, most left or full volume.

10 Lets you listen to the input signal.

11 Solo control. Triggers recording when the input reaches a defined level.

12 Record. This simply initiates recording of the input data.

13 Small window that indicates the rate of play back. This can be adjusted by the buttons either side.

14 Controls the volume of the current sample without affecting what is there.

15 Adjusts the volume.



There are many more differences between Stereo Master and AMAS 2. The most obvious are the inclusion of MIDI options and temporal control on the playback package.

16 Resamples the currently selected part of the sample and copies it to the edit buffer.

17 Adjust the output volume up or down.

18 Control. This menu is divided into the two channels into a mono sample. Selecting 'mix' halves the volume of both left and right sample.

19 Displays a spectrographic representation of the sounds.

20 Displays a Fast Fourier Transform (frequency analysis) of the sample over time in a three-dimensional surface plot.

21 Easy to sample. This option is the same way as initially but restricts the destination sample.

22 Adjust volumes of the samples.

23 Stereo effects include bouncing and panning samples across the stereo range.

24 Copies the sample into the edit buffer.

25 Save. This sets up the response to you can save the sample anywhere you like.

26 Swaps the left and right channels over.

27 For the sample. Controls all anything in the current sample area.

28 Fade in. Useful for introducing data at the start of samples.

29 Essentially the same as copy, but transfers between channels.

30 Zoom out to view the full sample area.

31 Zoom in to view the full sample area.

32 Zoom in to the currently selected sample area.

33 Fade out. As in [27] enables you to gradually close up the currently selected sample area.

34 Filter. Removes unwanted frequencies from the sample area. Use it to remove any unwanted background noises in your samples like fan noises or any interference tones.

35 Reverb. This lets the sample echo and control you can create your own individual reverb. Some instruments sound quite good backwards too - as the trumpet is used on Stereo and the Banjo is on Stereo and the Banjo is on Stereo.

36 Load. Sets up a sequencer to load any previously saved samples.

## FEATURES COMPARISON

Here's an at-a-glance look at how each package compares...

	AMAS 2	STEREO MASTER	MASTER SOUND
Line Inputs	Stereo (Phono)	Stereo (Line, Mic)	Stereo (Phono)
Mix Inputs	Mono (Line)	None	Stereo (Built-in external mixer)
MIDI Connections	Inbuilt (Through)	None	None
MIDI Options	MIDI controller required, and sample mapping	None	None
Input Level	Software Adjustable	Fixed	Hardware (Slider)
Mix Sampling Rate	32,000 (mono)	55,000 (mono)	50,000 (mono)
Mix number of samples to form continuously	64	10	10
Sample Formats	16, 32-bit, Exclusive	16, 32-bit, Exclusive	16, 32-bit
Sequencer	Yes	Yes	No
Type	MIDI controller can enter data up to 10 samples	Effect and repeat (up to 1 long sample)	See AMAS 2
Special FX	Yes - 10	Yes - 3	Yes - 11
Real-time FX	Yes - 11	Yes - 3	Yes - 11
PRICE	£29.95	£29.95	£29.95



plus to be freely mixed with 'real' instruments with minimum effort.

### CONCLUSION

The software is simple to use. The special effects section is particularly pleasing, and can produce stunning and original sounds without sending the user constantly referring to the manual. The MIDI-mapping abilities of AMAS 2 makes it ideal for serious musicians and novices alike.

Apparently, Paula Abdul used the original AMAS in her 'Cold Hearted' video, so the output is good enough for professional studio use. If you need MIDI capabilities, AMAS 2 is currently the best available but, as a sampler, Stereo Master is the total value. I don't think it's fair to throw your other software away in favour of this collection, but it will be a valuable addition to any editing and sampling tools.



Even so (and as noted) that Paula Abdul has used the original AMAS in her 'Cold Hearted' video.

Let's say: The sequencer is considerably to use, but about 100 features the keyboard-mapping facility which allows the user to play up to 100 notes from the MIDI instrument.

Let's say: AMAS 2 is a feature-packed sampler which is much more better than the MIDI compatibility and then like as a MIDI interface.

### VERDICT: AMAS 2

*Stereo sampler ideal for both novice and pro...*

EASE OF USE	85%
VALUE FOR MONEY	80%
EFFECTIVENESS	85%
FLEXIBILITY	85%
INNOVATION	80%

**OVERALL 83%**

### VERDICT: STEREO MASTER

*Reasonably priced and easy-to-use stereo sampler*

EASE OF USE	80%
VALUE FOR MONEY	90%
EFFECTIVENESS	85%
FLEXIBILITY	80%
INNOVATION	81%

**OVERALL 81%**

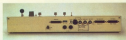
# Run VT!

**Graham Cohen introduces himself to the latest in on-screen effect devices. G2's VideoCentre Plus...**

Getting involved with video can be a minefield for the average Amiga user. The jargon, the expense of extra peripherals and the swirling up of gunkies is enough to put off any new-comer to the scene. However, there is one company ready to hold your hand all the way and who produce products to suit all pockets. G2 have been active in the development of Amiga-based video gadgetry for several years with a wide range of products. Their Video Centre has earned a strong position in the gunkie market, and the VideoCentre Plus is a new middle-range model, offering almost broadcast-quality genlocking and a suite of wipe effects previously only available to the professional video brigade.

The VideoCentre Plus comes complete with cables, control software, a separate power supply unit and an easy-to-read manual. Connection of the unit is simple, and there is even a lead to enable the Amiga to directly control the unit. Some reorganisation of your work space may be needed since the unit is a 16"x17"x12" beast. The unit plugs into all Amiga via a connector from the machine's RGB monitor output. The monitor then connects directly to the unit's RGB output, with the device outputting in either standard VHS or S-VHS.

The Plus offers all the facilities of a professional video



Above: The back of the box of VideoCentre Plus controls. Below: The Amiga and video recorder.



Wipe Controls

mixer, perlock and PAL encoder. The encoder section is of particular note, since the majority of perlocks allow Amiga graphics to be recorded to video only when there is a composite video reference signal present. There may be times when all you want to record are Amiga graphics – a game or a colour-cycling demo, for instance. The quality of the encoding is far superior to that of Commodore's AGS module, but it's when you add video images to your graphics that you really see what sets the unit apart from the rest of the bunch. The VideoCentre Plus sports faster controls for both video in and Amiga Graphics in, so the two can be mixed to the user's desire. A separate control in the form of a rotary selector gives access to a comprehensive range of wipes including circles, squares, corners, and diamonds, with a further nine accessed via assorted switch combinations.

# That's a wrap...

**'Try this on your console!', says John Kennedy as he pieces together his own music video using little more than an Amiga, two video recorders and a small amount of cunning.**

If you have ever tried makeshift video editing, you'll know the correct way to go about it is to avoid pressing the STOP key. The recording deck must never be allowed to leave RECORD mode, necessitating the use of the PAUSE key between clips. This procedure is acceptable if you're cobbling a few clips together, but imagine how complicated it could get if you tried to mix the contents of more than one tape. You probably won't be able to remember which cassette individual clips are on in the first place.

## CONTROL REMOTE

Cue, fade in, and generally welcome: G2's triumphant Video Director –

a program which actually remembers where all your favourite clips are located and can even start and stop the video for you.

All the clips are labelled using the video cassette name and the display on the video recorder's four-digit counter. Since a clip will always be in a fixed place in relation to the start of the tape, its location can always be determined.

The way in which Video Director controls the video recorder for you easily wins the 'Cunning Trick Of The Decade' award. It's so simple it's brilliant – Video Director emulates your infrared remote control. No button-pressing robotic hands are required, though, as a special



lead is connected to the joystick port and then placed near your video. Via this cunning, but clever, system, and an infrared LED, the Amiga now has control over the recording video source.

If you're lucky, your Camcorder (or second video recorder) will have a tiny socket on it marked 'LANC'. This is a relatively new and Sony-esque standard which, via another supplied lead, can connect to the Amiga's serial port. LANC will pass information on the individual frame count, as well as providing a means of control, which results for incredibly accurate editing. Several other manufacturers are supporting LANC, but if you can't

**ADDITIONAL INFO**  
Video Directors can get available to the UK but will appear shortly for the console for the Amiga. For further information on the Amiga, see the Amiga section.



**Left:** The Videocenter Plus can do the VU Plus, but without the video controls. **Far Right:** Some spectacular titling effects are possible using the video function.

Another neat feature of the unit is the joystick control which positions where the wipes will appear on the screen. For example, you may wish to wipe from a video camera source to the Amiga graphics via a circle. The circle's position can then be controlled by the joystick, with a slider varying the size of the circle.

I tested the unit with a cheap domestic VHS recorder, a

### THE HAVING AMIGA

The Videocenter Plus is currently being used in the production of new videos for a number of clubs around the UK. Using the joystick partly as a quality PAL recorder, it's possible to get some genuine graphics onto video tape. These can then be superimposed into the opening movie.

The effects can be recorded so that they appear to dance with, and across, some beautiful graphics other people, all rendered on the Amiga. That's not to say the machine's creative abilities in forthcoming "Standard" ones and you'll soon be able to lay some tapes complete with original dance music and graphics. Watch this space.

get hold of one, first note: Video Director supports other interfaces, such as Selecta's MuPort. Failing that - like said, you'll have to operate in Manual Mode. Although it's not as accurate as a fully automatic LANC setup, it still works - and darn well, too.

### CLIPPY TRICK

For a final production will consist of assorted pieces of footage, called clips. The clips are defined by playing through the tape and entering the tape counter

readings into the Amiga either manually or automatically (via LANC). The clips are stored in a Clip Library on your disk, and arranged to form an Event List. When you are happy with the list, click on the "Assembler" button, and, if in automatic mode (i.e. LANC again), you can now rip down to the pulpit whilst everything is edited for you. If you have used more than one source tape you'll need to take a break from supplying, though, to follow the on-screen prompts.

In manual mode, you'll be told exactly where to FF or REW the tape to, and, as usual, to click a mouse button or two. Hardly taxing stuff, but there is a simple guide anyone can follow included on disk.

### BAD CONNECTIONS

It's ever neat the guy responsible for the SCANT socket. It's kick his head in. That Pierre Tel has a warped and twisted sense of humour. What was wrong with good old BBCs and Phonos? Because of Pierre, connecting your two pieces of video equipment so

quality S-VHS recorder and a broadcast U-Matic video recorder, and the results were excellent. I was surprised and impressed by the quality of Amiga graphics recorded onto standard VHS, and this is a reflection of the first-class components used in the unit. One of the tests performed consisted of the recording of Amiga graphics onto an old music video played from the domestic VCR and onto S-VHS tape. I then replayed the tape back into the genlock whilst wiping a number of wire-framed vector shapes over the incoming video. The output of this was then recorded onto the U-Matic video recorder. The end result looked highly - respectable, and resembled something Top-Of-The-Pop would have used a few years back. With a little patience, and in the hands of someone with a touch more creativity than myself, I'm sure that some truly spectacular effects could be achieved.

At £2995 + VAT the device isn't cheap, but if you want to get involved with video, this gadget is the best that money can buy.

### VERDICT

*One of the best on the market...*

EASE OF USE	75%
VALUE FOR MONEY	75%
EFFECTIVENESS	86%
FLEXIBILITY	88%
INNOVATION	70%

**OVERALL 83%**

that both the video and audio signals of one will record on the other is by far the trickiest part of the whole exercise. To increase the number of wires even further you may want to include a Genlock to provide automatic timing as well - at this level you can produce results which will amaze most small wedding-video companies.

### CONCLUSION

There is an element of difficulty when editing across multiple-source tapes but this doesn't severely limit the unit's usefulness. With your equipment set up and a good stack of clips, you can get on with the creative art of film production quickly and easily. If you have a Camcorder, buy Video Director.

### VERDICT

*Simple, effective and convincing - an essential buy...*

EASE OF USE	95%
VALUE FOR MONEY	85%
EFFECTIVENESS	98%
FLEXIBILITY	80%
INNOVATION	100%

**OVERALL 93%**



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# POWER COMPUTING

## Power Scanner v1.7



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ing. Store the only if you are  
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## PC8808 Power Drive



£69.95

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At Power, we want to tell you just where you can stick your disks and viruses. In fact we will show you. The star in this planter belongs to our PC8808, the first intelligent disk drive. Insert a disk.

Now you can back up at lightning speeds using the built-in Amiga hardware\*, with true software control. (The disk is Amiga or PC) and your computer has a clean the PC8808 with stop it being written to the back of disk of your drives, though you can still save files as normal.

When you do not want these features, switch them off and the PC8808 will sit quietly, without clicking, pretending to be simply an old drive.

The PC8808, the only drive to introduce Amiga/Amiga, the Power anti-click device and to control viruses, is only available direct from Power, priced at just £69.95.

We have noticed how quickly intelligent drives are. Perhaps, it's your turn to tell people when to stick it.

\* Due to the physical nature of the drive, some high density disks may be damaged with some internal drives.

### Description

Credit card No.

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## Dual Drive



Our latest dual drive uses the ultimate, ultra low power NEC drive mechanism. This drive takes less than half the power of a normal floppy drive. The new dual drive includes all the features you would expect from a Power Computing Drive.

The NEC drive mechanism is able to access high density 1-44MB disks. While this may not be of use to you at the moment (the Amiga can only access 20MB), watch this space for our new 'high density' interface, on the market soon!

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# bits bob

Improving your Amiga doesn't have to cost an arm and a leg. Mat Broomfield checks out several new products from around the world.

products for  
under £50

A glance at the pages of any Amiga magazine will show a growing number of peripherals and hardware upgrades available for the machine. Many cost hundreds, or even thousands, of pounds, but you don't have to take out a mortgage to enhance your machine! There are countless excellent additions which cost less than the price of most games.



Test your mouse in a little easier with the Deluxe mouse and joystick switcher.

## DELUXE JOYSTICK/ MOUSE SWITCHER

Switching between a joystick and mouse for two-player action is a real chore - but no more. The Switcher comes in an Amiga-coloured plastic case, and it's connected to the computer via a lengthy lead. The joystick and mouse plug into ports on either side of the unit, and the desired control device is selected using a button on top. The device has a very positive feel to it, which makes it ideal for people who prefer quality over cheapness in their peripherals.

■ The Deluxe Joystick/Mouse Switcher costs £18 (excluding shipping or import tax), and can be purchased from Micro Pl. & G., P.O. Box 130, 721 12<sup>th</sup> Street, Las Vegas, NV 89103, U.S.A. Tel: 0191 390 740 1040.

**OVERALL 70%**



Musician and sound-effects producer at computer on the Datafile 2 CD-ROM. Includes music and sound effects tracks.

## DATAFILE 2

As any musician knows, it's hard to find original sounds. Coming to the rescue with their second Datafile product are Time and Space, with over 1000 samples taken from the personal library of Eddie Stoller, AKA Man Machine. The sounds are contained on a 50-track compact disc which can be played in any normal CD player. The sounds range from break beats to sci-fi effects, dance instruments and ambient drop-ins. Admittedly, some of the samples are soft, but most of them are excellent and unusual.

The CD is aimed primarily at DJs, dance producers and serious musicians, but if you already own a sound sampler, Datafile 2 is a worthwhile disk.

■ Datafile 2 costs £49.95 and you can find out more from Time and Space, PO Box 300, Herts, HP14 3BP. Tel: 0542 870881.

**OVERALL 71%**



It's easy to use ROM Sharer, to conveniently protect cheapies at the £10-£15 level.

## ROM SHARER

There's a lot of chatter talk about programs that are incompatible with the new Amiga Plus. However, a small percentage of these, games in particular, won't load on the new machine. The Phoenix ROM Sharer aims to rectify the problem allowing Amiga Plus owners the option to switch between 1.3 and 2.0 kickstart ROMs.

Installation is simple, requiring the kickstart chip's removal from its slot, and the ROM Sharer to be inserted instead. The 2.0 and 1.3 chips are then slotted into the ROM Sharer. This is controlled off by attaching the supplied switch on to the case of the Amiga, allowing the user to toggle between the two at the flip of a switch.

Phoenix claim 100% compatibility with all 1.3 programs to date, so the unit is a worthwhile investment at £24.99 (excluding 1.5 ROM) or £49.99 inclusive. Fitting the ROM Sharer will invalidate your guarantee, though, so be warned.

■ Contact Phoenix at POC Distribution Ltd, Unit 8, Aramay Park Court, Gillingham Pls, Levens, LA13 2BA. Tel: 0532 311 932.

**OVERALL 73%**



Improved picture quality and brightness of your screen output with the Video Crisper, an indispensable display enhancer from Amiga.

## THE VIDEO CRISPER

If you're tired of feeble graphics and washed-out colours, the Video Crisper is what you're looking for. Manufactured by The Memory Location, it comprises a cable to plug in the Amiga's RGB port and the monitor cable where it amplifies the RGB colour signal by over 40%, resulting in more vivid colours and sharper definition.

Typically, A500s and A2000s output an RGB signal of between 0.6 and 0.7 Vpp, compared to a voltage of 1.0 Vpp on the A1000. The Video Crisper addresses the balance by enhancing the output level to just over 1.0 Vpp for all but the A1000. The Video Crisper is designed for use with all monitors and telemonitors, but no mention is made of whether it's compatible with TVs connected via the modulator. On a monitor, though, it performs brilliantly.

■ The Video Crisper costs \$29 plus import tax and VAT, and is available from The Memory Location, 284 Washington Street, Wellesley, MA 02151, U.S.A. Tel: 0101 617 237 8845.

**OVERALL 81%**



Get your Amiga Plus a better memory of things with this upgrade from Phoenix. It's a snap to fit and worth every penny.



Get yourself the best advantage of A500 expansion cards - the new Slingshot.

## SLINGSHOT

Until now, A500 owners could only gaze on as A2000/3000 owners filled their internal expansion slots with all kinds of interesting extras. Now, A500 owners can join the party thanks to Slingshot R. & D. Their Slingshot will transform a slot which clips into the slot-based expansion bus of any A500, providing a single A2000 slot. This slot is capable of accepting a variety of A2000 cards including memory expansions, SCSI interfaces and hard-cards.

There are limitations however: any cards which require the A2000's special CPU or video slots, won't work. The board is lacking a through-connector, so additional A500 expansions can't be plugged in simultaneously. Peripherals which include a through-connector, should work perfectly, though.

■ Slingshot costs \$35.00 excluding shipping or import tax, and can be purchased from Micro R. & D., P.O. Box 130, 721 1st Street, Long City, NE 68603, U.S.A. Tel: 0101 308 745 1243.

**OVERALL 78%**

## AMIGA PLUS 1MB RAM MODULE

Although the new Amiga Plus comes with one megabyte of memory as standard, owners may want to upgrade to take advantage of the machine's possible 2Mb of chip RAM. Phoenix are one of the first companies to respond to the demand for Plus-compatible upgrades, and their board is quite reasonably priced at \$49.99. In addition, the board plugs straight into the laptop beneath the machine, saving the purchase cost.

■ Write to Phoenix, PCO Distribution Ltd, Unit 8, Arden Park Court, Birmingham Rd, Leam, Uff12 9AB. Tel: 0332 21 1832.

**OVERALL 68%**

# CONTACTS

Here at CU Amiga we pride ourselves on being the Amiga magazine that listens to its readers. With your help we can grow and improve the quality and depth of this publication beyond even our belief.

CU Amiga operate a number of services especially for our readers. So, don't hesitate if you want to drop us a line to air an opinion, or to make a specific enquiry to one of our panel of experts. All are only a post box away.

**Q+A** Don't let your computer have a minor migraine. Our technical editor is always ready to give help before you reformat your hard or software to oblivion.



**HELPLINE** Is a pixel punk preventing you from finishing your favourite game. Readers queries and readers answers for all those life saving cheats and codes can be found in the Adventure and Games Helpline pages.



## BACKCHAT

Need to rant and rave, but afraid Gladys won't listen? Don't worry we'll talk to anyone. So if you're wondering where that old looking game you read about 12 months ago has got to or you just want to moan about the price of software, this is the place to do it.

You can access all these sections by writing to us, using the relevant heading, at our address: CU AMIGA, Priory Court, 30-32 Harrington Rd, London, EC6R 3AU.

**DISKS** Even we suffer from a handful of faulty cover disks, but all is not lost as returned tipples can be replaced by being sent to: CU DISK RETURNS, PG West Mether Industrial Park, Penrithbach, Mid Glamorgan, CF49 49R. An emergency Helpline for disk problems is run between 10.30 and 12.30 weekdays on 05445 883333.

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## RUGBY: THE WORLD CUP

Highly likened by CU star ball, Neil Patterson, to Kick Off with an old ball, Rugby - The World Cup will have you clutching the controls in anticipation.

## FIGHTER

Do you do you want your gang around again? Fighting is the world's greatest sport, which makes it a classic choice of subject in a game. Domark have done a



just job converting 'Fighter's' success including the fully digitised animation.

## SUPER SPACE INVADERS



After a long time coming hot, for more than 10 years, we have managed to see of the most popular coin ops of all time. A

cracking conversion and a joy to play, nostalgia feeds and shoot 'em up fans will lap it up.

## TRIVIAL PURSUIT

Everybody's favourite board game comes to the Amiga in this computer translation of the cult



party game. Show around those chums while testing your general knowledge to its limits. A Domark best seller and deservedly so.

## SUPERHEROES

Super hero's' traits in this four game compilation. Slog it out with south american drugs barons, imperial secret troops and



satellite game-show hosts, as Domark take you Round and Round with Leonard To Kill, Barbarian 2, Running Man and Your Wars.

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heavyweight poly-cotton, and it sports a limited edition illustration by top artist, Tom Kiffin. A quality product, this is the garb that the CU crew wear and wear again. Price, grins, is fifty p...

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# some day my prints will come...



Want to know how to set up your new printer? Mat Broomfield cuts through the tape to find out that printing can be easy, after all...

## COMMODORE

Commodore's technical advice line is usually answered by calls. Enquiries range from how to insert a floppy into the disk drive, to modems. More often, however, the call concerns printers and, specifically, how to get them to work.

Most printers come with comprehensive manuals, but they're fairly Amiga-specific, and new users can find themselves floundering in a sea of jargon. Basically, though, there are three simple stages involved in linking a printer to an Amiga: Connection, Configuration and Software Installation.

## CONNECTION

The connection stage involves ensuring that the right lead connects your printer to the Amiga. The lead is divided by your printer's interface. This is the part of the printer which handles print information from the computer. There are two main types: parallel and serial, with the former the most common among dot matrix and 'daisywheel' printers, whilst laser printers usually include options for both types.

Assuming that your printer uses a parallel interface (ABA Centronics), a standard PC printer cable will suffice and these can be bought virtually anywhere. Simply slot the ends into the ports they fit (ie, one end into the printer and the other into the slot next to the Amiga's power socket).

## CONFIGURATION

Most printers allow you to specify how they operate, including the type of paper and how they respond to information sent by the computer.

You can make a printer work adequately without altering these settings, but for the best output you'll need to customise the printer to your requirements. This is done using physical or electronic DIP switches, or a combination of both. The exact function of the DIP switches differs between makes, but most cover the same functions.

Physical DIP switches consist of banks of micro-switches which can be turned on or off. They're usually located inside the printer's shell and require a pointed object to adjust them. Electronic DIP switches are

more flexible as they're not restricted to two states. A single electronic switch which operates paper length may permit sizes of 11, 12, 13, and 14 inches, whereas a combination of two physical DIP switches might be needed to allow the same options.

Electronic switches are accessed by feeding a sheet of paper into the printer and pressing a combination of buttons. The current settings will be shown one at a time, allowing you to alter them before progressing. Once the settings have been set, they remain until the power's turned off.

Refer to the 'DIP Switches' section in your printer manual, or 'Customising your Printer' for more details.

## INSTALLATION

Although your printer is now configured for paper handling and a few other functions, it doesn't necessarily speak the same language as your computer - hence it will need a translation program called a printer driver.

These are available for most printers, and whilst your machine may not be mentioned in the list, it's highly likely that it can mimic one that is. To list the available printer drivers, load your Workbench disk and double click on the GUI or Shell icon to create a window.

Type in DIP and the Extras disk's name, followed immediately by **DESKTOPPRINTER**. Follow any on-screen instructions that appear (Note: the actual command should read something like this:

**DIR EXTRAS:3-DESKTOPPRINTER**). After a few moments, a list of the drivers should appear. Since you've identified your driver, you'll need to copy it to your Workbench disk. In case you make any mistakes, dupli-



Directly double-click into the Disktool directory of your Workbench GUI. Disktool appears in the drivers list. This screen is necessary to set drive parameters. You can also specify command mode using the key that your printer uses and install.



# some day my prints will come..

rate the Workbench disk and use the copy as your working disk.

To copy the required driver onto the Workbench disk:

type **COPY** (extensively) **DEVSPRINT-  
DPG**(dirname) **TO**  
(workbenchname) **DEVSPRINTERS**. Again,  
remember to replace the items in brackets  
with the name of your extats disk, the name  
of the required printer driver, and the name  
of your Workbench disk. A "real" command  
might look like this: **COPY**  
**EXTATS1.3DEVSPRINTERSDPG TO**  
**WORKBENCH1.3DEVSPRINTERS**

Your printer driver will now be copied  
from the printers directory of your Extats  
disk into the same directory of your  
Workbench disk. However, you'll still have  
to activate a new driver via the Preferences  
section of Workbench. Preferences is an  
easy-to-use utility where you can set up how  
Workbench looks and works, and the way  
that your Amiga communicates with external  
hardware. To alter the printer settings within  
Preferences, load Workbench and double  
click on the disk icon, followed by the **Prnts**  
icon. This should open the Preferences win-  
dow, inside which there's an icon labelled  
**Printer**. Double click on this to load the  
printer preferences editor.

You should now find yourself in the  
printer-editing section, where you can specify  
your driver. Workbench 1.2 and 1.3 users  
will notice the printer drivers section at the  
top right of the screen, and to the left for 2.0  
owners. Both sections contain a list of avail-  
able drivers. Once you've selected the  
relevant driver, you'll need to tell the com-  
puter other things regarding your printer (the  
interface you're using, the size of paper and  
your typeface size). These subjects aren't  
explained further in the Workbench manual  
under the heading "Preferences", so refer to  
that for a more detailed explanation.

Once you've finished tailoring your  
requirements, save the changes. Workbench  
2.0 owners can simply click on "Save".  
Everyone else will have to click "OK" to return  
to the main preferences screen before they  
can click "Save" to store the new parameters.  
With the basic preferences set, you can print  
both text and graphics. If you plan to output  
a lot of graphics, however, there's still some  
fine-tuning to improve things slightly.

Owners of 1.2 or 1.3 machines will need to  
select the **Graphic 1** and **Graphic 3** from pre-  
ferences to make the changes, whilst 2.0



Although the Preferences window of 1.2 and 1.3's machines was very different from each other, each allowed you to customise the way your printer responds to the Amiga. They also allow you to alter things such as colour tables, screen resolution etc.



Looking over: This  
screen is the  
Amiga's printer  
preferences.

Carriage guide: not  
only precisely aligns  
the carriage but also  
provides the inter-  
frame connections.

Drive sensor: the  
mechanism which  
senses the print-head  
horizontally across  
the page.

Roller/Carriage: This  
controls the take-  
up of the paper.



By setting up a collection of  
the Preferences window on  
your Extats disk you can  
copy the drivers available at  
anytime. The Extats 2 or  
3 drivers work with most  
Amiga disk master printers.

owners will need to return to the **Prnts** win-  
dow and load the **Printer-Info** section. From  
here, you can specify whether your printer is  
capable of colour, its resolution, and the way  
that graphic data is to be interpreted, and is  
covered thoroughly in the Workbench man-  
ual.

Now that you've set and saved your new  
preferences, copy the changes on to your  
other packages you print from. Load  
Workbench, and insert the other program  
disk (DPaint, for instance) and load as usual  
(without resetting the computer). As  
Workbench is already loaded, any subse-  
quent programs will then use your  
preferences until the machine is reset.

## QUICK PREFERENCES

Once you've set up the preferences in  
Workbench disk, when you save them, it will

create a **System-Configuration** file. To copy  
your new preferences elsewhere, copy the  
system-configuration and printer drivers to  
the new disk and it's ready to use. Open a  
GUI or **SHELL** window (as described earlier),  
and type:

**COPY** (yourworkbenchdisk) **DEVSPRINT-  
DPG**(yourdriver) **TO**  
(yourdisk) **DEVSPRINTERS COPY**(your-  
workbenchdisk)  
**DEVSYSTEM-CONFIGURATION** **TO** (your-  
disk) **DEV**

Press return at the end of each line and  
replace the names in brackets with the exact  
names of your disk and driver. Here's an  
example:

**COPY**  
**WORKBENCH1.3DEVSPRINTERSDPG TO**  
**D-PAINTEDEVSPRINTERS COPY** **WORK-**  
**BENCH1.3DEVSYSTEM-CONFIGURATION**  
**TO** **D-PAINTEDEV**



Customising the way that your printer handles graphics is probably the most important process. Workbench disk users will find that the graphics preferences screen has been greatly improved over  
earlier versions, although the same information and parameters are present.





THE ONLY BUYER'S GUIDE WORTH READING...

# blue pages

**The Blues are back** with another 32-page extravaganza of buyer's information, tutorials, comment, charts, and inside information. **Page 148** heralds the start of our comprehensive **Buyer's Guide**, with sixty top-notch products put to the test... If it's games you're after, take a look on **page 156** which is our guide to the top-selling titles on the Amiga ... If you've ever wondered how information is stored on floppies and hard drives, turn to **page 161** for the first of a three part feature... Next up is **Q&A** on **page 164** which sets out to answer all your many questions about all-things Amigan... **Helpline's** back on **page 168** and, as usual, is stuffed to bursting with hints and tips to your favourite games... Voices are raised and chests are thumped in this month's **Backchat** on **page 172**... Rounding off the issue is **Inside Info**, **page 174**, our regular look at the weird and wonderful world of computing chaotic with interesting facts, charts and trivia...

# blue pages buyers guide

**Going shopping? This is the only place you need to look if you're thinking of getting a new game or gadget for your Amiga! Every item is described in detail and rated out of five. Don't leave home or pick up the phone without it...**

## ACTION REPLAY II

Data/ Electronics  
0792 744787 £29.95/£59.95  
MS000A/002

Programming the Amiga can sometimes be very frustrating when your code causes a crash for no apparent reason. The task becomes a little easier with the help of packages such as Devpac II or Assembler, but your problems don't stop there. With Action Replay II you can examine your code whilst it is running to see what is happening. Even if your machine has crashed, the press of a button makes it all come rushing back for further examination. You can also load almost any game and examine other programmers' code, look through memory, and save graphic images, play and save Soundtracker modules and samples, even put cheat modes in games and, to top it all, you never need to load this wonder widget. You just plug Action Replay into the side of your machine and forget about it. This is one piece of kit for the Amiga that's almost an essential purchase. Warning! Action Replay II only works with machines with less than four megabytes of memory. \*\*\*\*\*

## AMIGA GENIYZER

Data/ Electronics  
0792 744787 £19.95  
Using all packages like Deluxe Paint II or Photon Paint can be a bit tricky for some people using the mouse. Now these unhappy

Amiga artists can stop putting their hair out because the GeniYZer is a graphics tablet that's as simple to operate as drawing with a pen. Images can easily be copied from paper by tracing around the image. Comes complete with a Deluxe Paint template for easy use. \*\*\*\*\*

## AMOS

European Software  
0425 884444 £49.95

There are a number of BASIC programming languages for the Amiga but nothing to top AMOS. The icon-driven interface and console screen display makes it a pleasure to work with. AMOS incorporates an extensive library of over 100 commands, including complete control of the hardware registers which enable you to perform pixel-perfect scrolling both vertically and horizontally. Software (either) and hardware sprites, coprocessors for rainbow colour bars as in the Turbicon II (Paintbox Arts) and James Perot (Millennium) games, and a Soundtracker/VoiceTracker player. Some useful utilities are included with AMOS for editing sprites, pictures and animations. AMOS runs at such a fast speed that you can produce quality home-grown games. \*\*\*\*\*

## AMOS 3D

European Software  
0425 884444 £24.95

Almost every Amiga owner has seen solid-3D vector images at one time, either

in a demo or games like Thundercast (Core Design) and Jimmy White's Whirlwind Snooker (Virgin Games). The programmers of these games had to perform thousands of maths calculations to produce these complex graphics, and, for the average person, balancing the weekly budget is about the limit. AMOS 3D is here to help. With the maths already done for you, all you are required to do is put the lines in the correct places and devise a game around them. This is easy because the software is completely icon-driven and supplied with a comprehensive manual. AMOS 3D was written by Voodoo Software, the folks behind a 3D game for Electronic Zoo called Xplore. \*\*\*\*\*

## AMNUTE VIDEO VIEWER

Licenceware  
PD

Young Steven Spielberg emerges you will be delighted with this useful PD package that creates scrolling titles using any Amiga fonts. A variety of text wipes and colour fades can be achieved and it's great value. \*\*\*\*\*

## AUDITION 4

AB Marketing Services  
0792 888800 £49.95

Sampling has become very popular recently and Audition 4 is a brilliant addition to the stable. Containing most of its rivals options the most notable enhancements are the five options under the special menu that can improve the tonal quality of a sample. Unwanted high frequencies can be removed with Smooth and volume can be boosted without distortion with Maximize. Truly clean results are as easily obtainable as those with more spongy. The ability to sample straight to disk and its speed makes it top of the sampling list. \*\*\*\*\*

## BOOKS

Mastering Amiga Beginners.  
Bruce Smith Books  
0820040200 £19.95

## CD-ROM

A highly-readable and entertaining introduction to the Amiga. Author Phil South doesn't set out to provide a comprehensive guide to the computer, but points the beginner in the right direction. Some of the many subjects covered are: Fonts, icons, speech synthesis, sound and of course graphics. More complicated topics are also dealt with, but instead of preaching in a condescending manner, South's hints and tips make for a refreshing read. \*\*\*\*\*

## CD-ROM DRIVE

Commodore  
0800 770088 £79.95  
New kid on the block, CDTV, has been available for some months now. As more and more software emerges, owners of the standard Amiga can only sit back and watch. Commodore is planning to shortly release an external CD-ROM drive allowing anybody with a one megabyte machine to play CDTV software. No price fixed as yet, but expect to pay around £350. \*\*\*

## COLOURPIC

JCL Business Systems  
0885 77771 £99  
For a professional real-time full colour digitiser the ColourPic is probably the best and also the most inexpensive. Blessed with the ability to save files in all graphics modes, it's the perfect tool for any kind of work. For an extra £100, JCL will include a quality penplot to merge graphics on real-time video. \*\*\*\*\*

## COLOUR KIT

System Design  
0707 777715  
Near laser print quality and a relatively cheap price tag

have made the Canon BJ-1 the printer one of the most attractive on the market. Now, thanks to a great idea from System Insight, there's a kit which allows you to produce colour prints superior to those on other printers five times the price. The kit is available as refills or cartridges and the full-colour prints from your mono printer, although time consuming, will give the BJ-1 the same lease of life for only £14.95 for two bottles and £29.95 for the complete set. \*\*\*\*\*

### DELUXE PAINT IV

Electronic Arts 0755 549442  
£29.95

Deluxe Paint IV is alive with fresh icons, faster screen update and a host of new functions including transparency which enables you to draw over a previous picture and still see the old image. Anti-aliasing to remove all those jagged edges, metamorph from one object to another and colour mixing to find that perfect shade. If that wasn't enough, you now have access to the famous, and very gorgeous, HAM graphics mode with all 4096 colours for use at the same time. With all these functions and the ability to switch between screen modes, this becomes the best art package on the market today. Electronic Arts is offering upgrades for users of previous versions of the software, ranging in price from £15 to £45. \*\*\*\*\*

### DESKBENCH-PD

17 Bit Software

A very unusual, but highly under-rated utility. Deskbench has been around in one form or another for months, but this souped up

version has a host of extra facilities. It allows the user to define icons which execute scripts or sequences of commands and also form a neat and tidy 'desktop'. So if you're looking to tidy up your Workbench screens and cut some tedious corners this will help you no end. \*\*\*\*\*

### DIGI-VIEW GOLD

RealTime 0783 886600 0148.05  
Digi-view can digitise images in any of the Amiga screen modes, even hi-res with an amazing 4096-colours. An advanced dithering routine gives the illusion of 100,000 colours on the screen. Saves images as standard IFF for use in Deluxe Paint. Very easy to use, just plug it in and away you go. \*\*\*\*\*

### DIRECTOR 2

Light Systems 0755 586000  
Create professional demos incorporating music, samples, synchronised sound and motion and slideshows all with a single package. Director 2 offers more effects and options than any other product of its type. Easier to use than AMIGOS Basic and utilising a language that's quick to learn the software only short-coming is its price, £165, but for the serious user there's no substitute. \*\*\*\*\*

### FLEXIDUMP

Care Electronics 0924 56281  
Yet another way of turning your mono printer into a colour beast. Simply load the required screen to be printed into the program and select 'Depositor' from the menu to have the different sections graded for colour. The program then expenses the

sections into brightness values and your end result is a beautiful colour image. Simple, but neat. \*\*\*\*\*

### GENESIS

Steve Macdonald 0745 851  
0450 488457

#### NEW

Unlike the Pro Vite, which requires at least 3 megabytes to run, the Genesis produces much the same effects on a single Meg machine. It is capable of creating a flat-colour terrain or Digital Elevation Maps based on real locations. The realistic landscapes you create can be edited and viewed from a number of different angles and, compared to Vista Pro, lightning fast. The user manuals are almost obsolete due to the programs ease of use and a lot of fun to use. Vista Pro is still more powerful, but who's got a spare 3 Migs to waste on it? \*\*\*\*\*

### IMPACT SERIES 2

IMP 07867005 Impag  
An incredibly fast hard drive (3x times faster than a floppy) that's been specifically designed for the Amiga. It fits nicely into the expansion port at the side of the machine. However, a metal shield has to be inserted before hand to prevent interference from the drive and test installation will kill your Amiga. \*\*\*\*\*

### JORDPROGS

Probita PD

#### NEW

A packed disk containing a number of interesting and entertaining programs for next to no cost. Typing Tutor is a simple program written in basic that will improve your skill and teach you to touch type. IQ Test is a series of brains mind benders that can be studied to provide a better understanding of how a person's intelligence can be rated. In addition, there's a couple of interesting arcade games and Quiz Creator, a small utility that allows you to compile your own questions and answers. Didn't they do well. \*\*\*\*\*

### LEED (LEVEL EDITOR)

Shawware

A very useful program for game coders or anyone interested in doing it themselves. This PD program lets you load IFF screens that are split into panels which can then be used as building blocks for creating levels many times larger than the original screen. \*\*\*\*\*

### LIGHT PEN

Traps 0924777663

There can't be many people who enjoy using a mouse, especially artists, so the natural thing to do was to produce a pen-like version of the rolling headachs. Trojan's latest addition goes one stage further and actually draws directly onto the screen. Although not compatible with the AMIGOP the gadget comes with a drawing package for all you lucky AMIGO owners and is much easier to use than the Amiga mouse. An AMIGOP version is currently in development and we'll tell you when it's ready. \*\*\*\*\*

### MASTER SOUND

Macdonald 0755 586000  
£35.00

If, after looking through all the Public Domain bits of Soundtracker music and dissecting hundreds of tunes, you still cannot find that perfect sound, the only thing to do is sample them yourself! Using Master Sound there are no limits to the achievable sounds. That rising game you're designing would sure benefit from some really effects, so why not stand next to a Porsche 959 and get the perfect engine sound? Only the foolhardy will attempt to capture real thunder, though! Simply record these sounds onto tape, play them into your Amiga via Master Sound, then load Noise Tracker or Quanta and place the new sound into your piece of music or game. Hey presto, your software is enhanced with realistic audio just like the professionals. Master Sound is supplied with a cartridge for sampling and editor software to modify, merge and save your samples. \*\*\*\*\*

#### AMT ALTERNATIVES

Anybody fancy a change from the experience of drawing with Deluxe Paint IV? The Graphics Workshop from Holcoff Technologies in California has roughly 200 commands for tweaking your spirals, backdrops and icons. Regular and irregular geometric shapes can be automatically drawn. Animation unsurprisingly forms an important part of this package, too. The Graphics Workshop is hard drive installable, supports all display modes and requires at least one megabyte of RAM. It costs \$99.95, call Holcoff Technologies on 0181 619 7479665.

# buyers guide

## MIDI INTERFACE

**Evanson Music** 0284 785550  
£18.00

For a professional music package you will have to purchase a MIDI interface and music keyboard. If you have never been involved in creating music it's worth buying just because it's cheap! You never know, after a couple of days you might hate it!

## MIRACLE PIANO

**Midrange** £200  
0444 501 781



An advanced electronic keyboard that connects to your Amiga. The package comes as a complete tutorial that will teach you how to be a master. The keyboard can be used as a separate instrument on its own. The keys are velocity sensitive - as with a real piano, the harder you hit them the louder the notes. Best results are achieved with a hard disk and at least 1 Meg of memory. Without these, the data wrapping might be too much for you.

However, if you're serious about learning the piano a hard drive is a recommended purchase. You can't get a better music package than this and although the software is slightly sluggish everything you could want is here.

\*\*\*\*

## PRINTJET

**Model Packard** £200  
A high-cost colour printer that puts out at 180 dots per inch. Despite its high resolution it

can't cope with solid blocks of colour, its quiet printing does not compensate for the over-all poor quality of pictures. It produces so spend your money elsewhere.

★

## PERSON POWER DRIVE

**Power Computing**  
£224 \$400.00 £80  
Now that almost every title available on the Amiga requires an average of three disks, it's about time you upgraded your system by adding two or more drives. The Power Drive is packed with some novel hardware features, including a copier that enables you to back-up unprotected disks at amazing speeds, Anti-Click to stop that annoying clicking sound when there is no disk inserted into the drive, and a Virus Blocker which prevents viruses infecting your disks. It also has a fix for allowing more drives to be connected.

\*\*\*\*\*

## PEN PAL

**Daniel Marshall Computers**  
£775 £607.50 £75.00  
Much the same as Microsoft's really, Pen Pal has a 100,000 word dictionary, spell-checker and can input graphics into files. Would-be Shakespeare's can simultaneously edit up to four pages. A well-presented 250-page manual is easy to use. Database software is included in the price.

\*\*\*\*\*

## PERSONAL FINANCE MANAGER

**Mini-Trend/Minotaur**  
£75 £60.00 £ 25.00  
A very easy-to-use package that allows you complete

control of your money worries within a couple of hours. Fully icon-driven with such features as 2D and 3D bar-graphs, pie charts, calculator and budget planner. With a 30 day full-money-back guarantee when bought direct from Mini-Trend, this has to be the safest money you will ever spend.

\*\*\*\*\*

## PRIMA HARD DRIVE

**Power Computing**  
£550 \$921.00 £60  
Another internal hard drive from ICD. This one fits in place of the floppy disk drive, a shufflerbox is used to rotate the external drive to CPT's. Available in 424Kb and 1024Kb versions.

★★

## PROPER GRAMMAR

**Daniel Marshall Computers**  
£775 £607.50 £80.00  
Having difficulties mastering the complex sentence structures of our great language? Proper Grammar checks every word within a text document to see if you've made any tedious mistakes. Although the software is great at spotting spelling errors, its dictionary is rather limited and very American. However, there's a user dictionary which stores your personal words and phrases. Needs external drive and one megabyte of RAM and it's slow!

★★

## PRO-RAM PLUS

**Data Electronics** £752 £647.00  
£24.00/£24.00 (with battery backup)  
Normal half-megabyte memory upgrades only extend your computer's FAST memory, but Pro-Ram has the option of becoming FAST or CHIP memory. Setting the expansion to CHIP enables the buffer to access the upgrade.

\*\*\*

## PRO SAMPLER STUDIO II+DATEL JAMMER

**Data Electronics** £752 £647.00  
£50.00  
As the Amiga is a stereo machine you should be able to digitally record stereo sounds. Pro Sampler is used for just that. A software package is included for mixing,

cutting, reversing and inserting samples. The hardware plugs into the edge connector and contains a three part to accept a hard drive or Action Replay cartridge.

\*\*\*\*

## QUARTET

**Minotaur** £750 \$600.00 £45.00  
Basically the same as Minotaur or Soundtracker with a few extra options, including a sound editor for changing samples and use of an external keyboard.

\*\*\*

## RAM MASTER II

**Data Electronics** £752 £647.00  
£25.00  
Some application software requires two megabytes of RAM to perform properly. Ram Master has 1.5 megabytes on the board, boosting your machine to an effective total of two megabytes. But be careful as installing the upgrade invalidates the warranty of your machine.

\*\*\*

## REAL 3D

**Alternative Image** £550 \$600.00 £200  
One of the more advanced graphics techniques, 3D rendering, is now becoming a standard feature on the Amiga. With the introduction of accelerator boards and 3D-bit graphics adapters, the concept of photo-realistic imagery is here. Real 3D consists of three main work screens. The first draws your objects using vector graphics, the second handles slight alterations to view and rotation, and the last sets the rendering style, speed, wire frame, colours, graphics mode and animation steps. The finished picture can then be saved to disk and viewed or animated with a small external program.

\*\*\*\*\*

## REFERENCE HARD DRIVE

**Evanson Music** £550 \$600.00 £200.00  
The price of hard drives is continuously decreasing, at Evanson Music they have just released the Reference Hard Drive, 404Kb or 1024Kb versions are available with a choice of either 25Kb or 40Kb internal memory upgrades.

\*\*\*

## KICKIN' SOUNDS

Okay, you've just bought a sampler. With this neat gadget you can transfer any sound into your Amiga. What next? May we suggest a CD full of professional ready-made samples to enhance the music and sound effects in your own programs? Zero-0 from Time & Space (0442 570481) is especially designed for fans of dance music. For £49.95 you get a compact disk with over 1,000 digitally mastered samples. Everything from badass beats and ethnic flutes to robot speech and orchestral states is included. Who needs The Prodigy?



## SCAN AND DELIVER

Have you ever thought of buying a scanner to copy ordinary pictures and documents straight into an Amiga paired package or word processor? Although the Sharp JZ-100 is midway between a flatbed and handheld scanner, this desk still produces quality images. Sharp's offering has a maximum dpi of 400 but its 8.56-inch scan width is a little small.

## ROCKIN GENLOCK

Ensam Micro 0086 766060 01438  
Genlocks are used to overlay computer graphics onto video images. These can then be recorded onto another video tape. For software developers this enables them to watch videos whilst working. \*\*\*

## REAL THINGS SEA LIFE + SAFARI

Real Studios 062 591 0000 005-00 (fax)  
A strange collection of beautifully-animated creatures from the ocean depths and rolling plains of Africa. At first glance, the eleven animals in each disk look like they've been digitised such is the quality. As they run, growl, and swim you can almost hear their movements due to their realism. The animals have been put together as examples of fantastic animation and can be used in your own demos without all the hard work of drawing them yourself. They can also be dressed with and picked up as brushes to be used for whatever you like. \*\*\*\*\*

## SOUND ENHANCER

Image Projects 0605 760648 0449  
Helps overcome the deficiencies

in the Amiga's frequency response. Computer music and high quality samples are improved to such high quality that you'll wonder how you got on without it. A fraction of the price of others, but better. \*\*\*\*\*

## STAR SJ-40

Star Electronics 0895 052101 0176

### NEW

This is a smart-looking built-in jet printer that delivers almost laser-quality prints. Capable of 500 dots per inch, very quiet and cheap to run. Almost the same as the BJ-16s, so get which ever one you can find the cheapest. \*\*\*\*\*

## SUPERBASE 4 PRO

Prodata Software 081 000 7108 0100  
Using a database can help you in many ways, from keeping notes of all your software collection to remembering the address of all your Auntie's and Uncles. Superbase 4 Pro is fully icon-driven with its own special VCR panel for quick movement around files. You can also load a digitised picture into your file. A very easy-to-use program with good screen output on both monitor and TV. \*\*\*\*\*

## S.W.A.O.-4.

Brandy PD  
The fastest fractal generation you've ever seen, the disk contains three programs. The problem with most fractal artwork is the lack of speed, but Mandel Ditt (the first on the disk) uses new algorithms to speed up the process and rather than crawling down the screen one matter line at a time it draws them all over the place and fills in the final detail later. If this sort of thing gets you off you'll love this and you won't find better. \*\*\*\*\*

## TAKE-2

Recode 0606 474007 02636

### NEW

A software only package that offers video and animation sequencing with four track graphic control and synchronised sound capabilities. Two

of the three disks included contain stereo images and sounds which are used to guide you through the individual parts of the program. So be warned, this is one manual you'll have to read. A tragic omission is the colour skin feature (the ability to see your previous drawing underneath the one you're working on), but all in all a great package that won't cost the Earth. \*\*\*\*

## VIDEOSCAPE 3D

Cadestart 081 000 0000  
Animation gubbies up memory but if you don't mind not having colour-perfect 3D representations of objects and want to conserve as much memory as possible this modelling tool could be for you. Using pseudo-shaded algorithms to generate light and shade almost the same effects can be achieved as with false colour of true memory. A powerful tool that's even better than Amos 3D and 3D Construction Kit. \*\*\*

## VIDEO DIGITISER II

Datal Electronics 0700 744707 02636

Capturing video images on the Amiga is now a very easy task. With Digitiser II you can grab images then modify them using the software supplied. Optional RGB Splitter is used for separating the three colour signals, RGB, then digitising each colour to produce a full-colour image. Files can be saved as 8-, 16-, 32- and 4096-colour pictures and reloaded into Deluxe Paint. The RGB Splitter costs an extra £79.00, but it's worth every penny. \*\*\*\*

## WHOM II PD

Who fans will be rejoicing at the announcement of this utility. An entire cross-referenced database covering every aspect of the time-traveller's history. A vast wealth of information giving every conceivable bit-bit of information you could possibly ever want. Every single episode is listed and cross-referenced with some incredibly trivial information. \*\*\*\*\*

## WORDWORTH

Digital International 0295 275073 0108-00

Word processing on the Amiga has been becoming more and more professional over the last couple of years. Wordworth allows you to incorporate Deluxe Paint pictures into your files and will move your text around the image. Totally icon-driven, you shouldn't have any problems. A spell checker and thesaurus are included. The complete package comes ready to run but you will need at least one megabyte to work on files of any length. \*\*\*

## ZY-FI

Ensam Micro 0086 766060 01438

If you are still listening to your Amiga's amazing sound through your old TV set then it's about time you experienced true stereo sound. Supplied with it's own power supply, ZY-FI plugs directly into the Amiga's sound ports and amplifies the sound through the supplied speakers. \*\*\*\*\*

## A-Z DIRECTORY OF CONTACT NUMBERS

IF YOU WISH TO BE INCLUDED IN THIS DIRECTORY, SEND DETAILS TO:

DON'T FORGET ME! ON AMIGA, SNAP IMAGES, FRONT COURT, 20-32 FARMWOOD LANE, LONDON EC1R 3AG.

COMMODORE 0425 770088

## GAMES COMPANIES

ACCOLADE 091 877 0880  
ACTIVE GAMES 0192 510 000  
ACTRISOM (FRANCE)

01531 4710000  
ARCO 0332 092570  
ARC 0703 00044  
AUGOCORNIC 081 881 1188  
CDS 0332 527034  
COLUMBIADIG 0625 814102  
CORE DESIGN 0600 077787  
D&D GAMES 0482 818103

DIGITAL INFORMATION

0275 884888

DIAMIC (SPAIN)

0424 1547287

DIAMARK 081 780 0003

## buyers guide

ELECTRONIC ARTS 0753 484443  
ELECTRONIC SOC 0489 967009  
ELITE 0883 50888  
EMPIRE 0358 541133  
ENIGMA VARIATIONS 0438 801884  
EPICMAX 0743 753425  
HI-TECH SOFTWARE 0743 587555  
IMPRESSO 071 571 9197  
INFORMATION 071 728 8199  
LAMEL (SWITZERLAND)

07641 7187478  
LUMASOFT 0764 84429  
LUXEMBOURG (FRANCE)

076831 4787133  
MICROPHONE 0688 554529  
MILLENNIUM 0225 421559  
MIDCOM 0494 807781  
MIRONOFT 071 525 1654  
MYSTERY 071 448 8919  
ODAM 081 883 8833

ON-LINE ENTERTAINMENT 081 583 8919  
PALACE 071 887 7632  
PERFORM 071 708 5785  
RABBIT ARTS (GERMANY)

07448 17018000  
RENEGADE 081 582 3334  
SERVO ONLINE 0754 833332  
SOFTWARE BUSINESS

0480-48887  
STORM 071 585 5558  
SYSTEM 3 071 585 5558  
THALMAIS 0754 817387

076831 4333733  
TITUS (FRANCE) 0243 802044  
UN SOLD 021 625 5588  
VIRGIN GAMES 021 625 5555  
ZEPPELIN 021 625 4457

## TECHIE FIRMS

ARCUS 021 758 1188  
ALTERNATIVE IMAGE PRODUCTIONS 0883 488847  
AVIOR 0753 88888  
CARTL ELECTRONICS 0758 744767  
COSTA INTERNATIONAL 0888 570575

SUPREMACY SOFTWARE 0883 578888  
EVERETT HODGE 0884 788800  
HI MARKETING 0753 888800  
HISORT 0881 718181  
HOROCEL 0753 888800  
HOROCEL 0753 888804  
POWER COMPUTING 0234 848888  
PRODIGY SOFTWARE 0881 582 7181

081 525 5555  
081 525 5555  
0888 252181  
TRULOG 0274 821115

## PC

ARMAN/ITS 0753 788888  
CRASH JOE'S 0758 828888  
GOLD 0753 788888  
GOLDSTAR COMPUTERS 0848 888888  
ICPLS 081 548 8888

## SEVENTEEN BT SOFTWARE

0824 388888  
0758 388888

## SOFTWARE

## STORES

BLUNT 0883 555555  
VIRGIN RETAIL 021 334 5555  
VIRGIN RETAIL 021 334 5555  
VIRGIN RETAIL 021 334 5555  
VIRGIN RETAIL 021 334 5555  
VIRGIN RETAIL 021 334 5555

COMPUTERWARE 0225 548750  
VIRGIN RETAIL 0271 55575

AMTOS 0271 575754  
AMTOS 0271 575754

SANFORD 0225 548750  
DUBLIN 0225 548750

VIRGIN RETAIL 076831 575751  
VIRGIN RETAIL 021 334 5555

GLASSBORO 041 521 5755  
VIRGIN RETAIL 041 521 5755

RAM 0488 34887  
RAMBROWNS WORLD 0488 34887

LEEDS 0225 548750  
THE COMPUTER SHOP 0225 548750

VIRGIN RETAIL 0883 438881  
VIRGIN RETAIL 0883 438881

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## COVERDISK SERVICE

Don't forget to use our coverdisk hotline if you need any help.

Ring the PC Wise helpline between 10.30 and 12.30 during weekdays on (0443) 693233.

And in the unlikely event that your coverdisk won't load, send it to  
CU Disk returns, PC Wise,  
Merthyr Industrial Park,  
Pentreebach, Mid Glamorgan,  
CF48 4DR.

Please enclose a stamped addressed envelope and PC Wise will replace the offending disk.

# GENLOCK LTD

Motors House, Bradley Lane,  
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## Abstract

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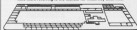
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2. FORTRAN  
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4. COBOL  
5. C  
6. C++  
7. ADA  
8. ALGOL  
9. BASIC  
10. FORTRAN  
11. PASCAL  
12. COBOL  
13. C  
14. C++  
15. ADA  
16. ALGOL

## Demos Data

1. BASIC  
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4. COBOL  
5. C  
6. C++  
7. ADA  
8. ALGOL  
9. BASIC  
10. FORTRAN  
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14. C++  
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16. ALGOL  
17. BASIC  
18. FORTRAN  
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20. COBOL  
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22. C++  
23. ADA  
24. ALGOL  
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PHONE FOR CATALOGUE. MANY MORE TITLES STOCKED

## buyers guide

Welcome to the pleasure dome!  
Sit back, relax and read through  
the definitive guide to the greatest  
and latest games available today...

### RATINGS

\*\*\*\*\* supreme  
\*\*\*\* excellent  
\*\*\* good  
\*\* fair  
\* dodgy

### AGONY

Psygnosis £25.99  
Shoot 'em up

**NEW**

Agony takes an oath for its main spirits. Don't be put off by this, though, as our feathered friend can dish out more death than the Grim Reaper. The graphics are superb and give the game a Japanese feel. Potions and power-ups abound and can only be retrieved by quick joystick wiggling. Not a classic, but worth your pennies more than the rest.

\*\*\*\*\*

### ANOTHER WORLD

US Gold £25.99  
Adventure/Action

**NEW**

Delphine's original and unprecedented comic book adventure opens up a new style of game play. It's a brilliant mix of animation, puzzling and arcade shoot 'em up. The game revolves around a research analyst who's been catapulted into another dimension. Surprises at every bend and turn, with little left to the imagination. Gameplay is slightly limited by the monotony of the game and the limited number of levels, but it should not be missed. A sequel is almost assured and if not we'll be hammering down the door to find out why not.

\*\*\*\*\*

### ARMOUR-GEDDON

Psygnosis £25.99 Arcade  
Simulation

Chance to drive or fly six dif-

ferent types of vehicle in a futuristic fusion of simulation, strategy and shoot 'em up. Full marks go to Psygnosis for this first foray into the genre. Scores over the out classic *Command* from Realtime Games/Painted.

\*\*\*\*\*

### BATTLE COMMAND

Games £24.99 Arcade  
Simulation

Kind of soft shoot 'em up and strategy from Realtime Games of *Command* fame. Advanced 3D graphics and a plethora of missions.

\*\*\*\*\*

### BIRDS OF PREY

Electronic Arts £24.99 Flight  
Simulation

Featuring dozens of planes including the hi-tech B-2 Stealth Bomber, Doering T-47 and the Hercules transport craft and based around an East-West conflict Birds of Prey is one of the finest flight sims ever. Some of the more manoeuvrable planes are a little hard to control, but the game incorporates a useful auto pilot system that will fly you to your various missions before you take over. Great.

\*\*\*\*\*

### BLUES BROTHERS

Time £25.99 Platform

Fans of the cult '70s film will really get a kick out of this game. Sparkling sprite animation of the two main characters come complete with a crazy backdrop full of traps and bonuses.

\*\*\*\*\*

### CAPTIVE

Mindscape £24.99 Role  
Playing Game

Veteran programmer Tony Crowther's *Dungeon Master* in space! Has an almost infinite number of levels and a sometimes bewildering array of collectible gadgetry. Most games of the year in 1993.

\*\*\*\*\*

### CENTURION: DEFENDER OF ROME

Electronic Arts £24.99 Arcade  
Strategy

The creative force behind the legendary *Defender* of the Crown turns his attention to the Roman Empire. Centurion legionnaires on the battlefield, construct a fleet of boats, catch a gladiator show, and try to seduce Cleopatra. Carry on, general!

\*\*\*\*\*

### CHAMPION OF THE RAJ

Microsoft £25.99 Arcade  
Strategy

Catch the laughable Captain Pugwash animation in Level 1's answer to those *Greenaway* 'Interactive Movies' like *Defender* of the Crown and *It Came from the Desert*. Somewhere along the line that whole affair falls flat... about 25 seconds after inserting the disk, in fact.

\*

### CHUCK ROCK

Cave Design £24.99 Platform

Prehistoric laser lout travels through five levels made of jungles, caves, underwater stages and ice chambers before a finale in the dinosaur graveyard. Brilliant animation of some crazy creatures. A bit too easy to complete.

Unlabeled

### CRUISE FOR A CORPSE

Delphine/US Gold £25.99  
Adventure

Gripping stuff from the Parisian software company. Agatha Christie style murder mystery using the Chronosync system. Full of French flair, especially the black and white 'flashback' sequences.

\*\*\*\*\*

### DOUBLE DRAGON 3

Storm £24.99 Beat 'em up

Longly-awaited installment in the series. An accurate conversion of the coin-op that adds nothing new to the previous games in the style department. However, there is a slight twist to the plot and a few puzzles are included in an attempt at jacking up the old tale.

\*\*\*

### DEUTEROS

Apollon £25.99 Strategy  
Space opens out as interesting as playing with a number-crunching spreadsheet. Still, some people out there will get a kick out of this follow up to *Millennium 2.2*...

### ELVIRA - THE ARCADE GAME

Plex £24.99 Arcade

**NEW**

Stunning graphics and very effective parodies. If the FPS wasn't to your taste this platform romp very well could be. Three different worlds to explore with an assortment of spells and weapons to use against the wizards, dragons, ghosts and snakes you'll meet. Only let down by the size of the playing screen and its ease of play. Love her or hate her, Elvira - the Arcade Game will appeal to most.

\*\*\*\*\*

### EPIC

Orion £24.99 Space Flight  
Sitting Commander on the Aranga. After years of delay

EPIC have delivered a masterpiece of 3D space combat warfare. Protect the Federation fleet on its perilous journey through space and engage against evil fighters or embark upon eight separate missions. A long time coming, but worth the delay. Epic 2 is in production.

\*\*\*\*\*

### EYE OF THE BEHOLDER

£24.95 Gold £25.99 Role  
Playing Game

A *Dungeon Master* clone that is superior to the original. Takes the idea a stage further by incorporating the feel of AD&D role-playing with improved characters and story.

\*\*\*\*\*

### F-15 STRIKE EAGLE II

Mikropose £24.99 Simulation

Another in the long-line of quality flight-sims from Mikropose. Fly hundreds of missions in six war zones around the world, including the Persian Gulf, Vietnam and Central Europe. Probably the best ever Aranga flight-sim

\*\*\*\*\*

## F-29 RETALIATOR

**Games** £24.99 - Simulation  
More an arcade game than a straight flight simulator, F-29 is brimming over with fast solid-3D graphics and fair number of 'boge'. Contains dozens of different tactical missions with intense aerial combat and ground battles. Random-based developer Digital Image Design is currently working on Robocop 2 and Epic. Cossan's answer to the award-winning Wing Commander.  
\*\*\*\*\*

## FIRST SAMURAI

**Imageworks** £24.99 Arcade  
People behind such classics as Cybermole and Last Ninja have produced a very playable romp. Plenty of over-the-top action and horizontally-scrolling landscape to explore. Beautiful sprites and backgrounds coupled with unusual orchestral sound effects. A cut above the rest.  
\*\*\*\*\*

## FLAMES OF FREEDOM

**Mongoose** £24.99 Arcade  
Strategy  
Even after all these years, Lords of Midnight's programmer Mike Singleton can still cut it. Moreover it is a technically awesome 3D adventure with 20 different forms of transport, over 1,000 intelligent characters, dozens of reusable weapons and the equivalent of 1,000,000 square miles of terrain to explore. The nearest a computer game has ever come to a James Bond movie.  
\*\*\*\*\*

## GODFATHER

**US Gold/Cibola** Shoot 'Em Up  
\*\*\*\*\*

Classic example of the misuse of a film license. Probably due to no fault of their own, US Gold's mafiaese epic bears little resemblance to the Brando/Pacino masterpieces. Dogged by copy right problems, this average platform/operation Maf-type affair does its best to recreate old New York with some fantastic back drops and digitised sounds. However, with the absence of any recognisable characters and the tough difficulty level, the game pulls on a pair of con-

crete-moon boots from the beginning. Look-out for an RPG or arcade adventure, someone must be able to do these fine justice.  
\*\*\*\*

## GODS

**Revenge/Mindscape** £24.99 Platform  
Another coxer of a game from the prolific Bitlap Brothers. Highly impressive graphics complemented by a wide range of multi-layered sound effects and samples. Utilises a novel system which makes the computer-controlled opponents respond intelligently to the actions of the player.  
\*\*\*\*\*

## GRAND PRIX

**Midway** £24.99 Drive 'em-up  
Icons hot racing action from author of the award-winning Stunt Car Racer. Realistic, fast-moving and excellent 3D graphics. With up to sixteen tracks to choose from, you shouldn't tire of taking these Formula One buggies out for a spin.  
\*\*\*\*\*

## GREAT GIANA SISTERS

**Rainbow Arts** £14.99 Platform  
Just to be trendy, here is the ultimate underground hit. Nintendo forced this game out of publishers reach because of its likeness to the mega-successful Super Mario Bros series. Praise indeed, pity the game is no longer available on the open-market.  
\*\*\*\*\*

## HEAD OVER HEELS

**Games** £7.99 Arcade Adventure  
This transfer of the old Spectrum game has been well worth the wait. Primitive graphics and sound but phenomenal gameplay. Hopefully, this could pave the way for adaptations of some of other eight-bit classics like Aliens, Delta, Forbidden Forest, Lode Runner, Lords of Midnight, Part Patrol, Pathfinder, Raid on Bungeling Bay, Thrust, and so on.  
\*\*\*\*\*

## HEART OF CHINA

**Games** £25.99 Adventure  
Graphic adventures don't get much prettier than this. You take the role of an obnoxious

loud-mouth American (do they come in any other format?) on a journey across China to rescue your fair lady. Extremely funny dialogue and a great deal of oriental flavour remain in the Amiga version converted from the job-shredding PC product. A monitor might fail to do the tunes justice, but rest assured, they are excellent. The only thing that ruins the experience is the limitations in the Amiga's speed and the horrendous disk swapping. Still great stuff.  
\*\*\*\*\*

## HEIMDALL

**Cave Design** £25.99 Arcade Adventure  
Graphics easily up to the standard of Dragon's Lair complemented by really meaty gameplay, too. The ultimate in arcade adventures... brilliant  
\*\*\*\*\*

## JOHN MADDEN FOOTBALL

**Electronic Arts** £25.99 Sports Sim  
\*\*\*\*\*

American Football has never been presented better. John Madden provides a wealth of options that you can take or leave, without bogging the player down. The sprites are the perfect size and are complemented by a series of grunts, groans and speech. Different pitch surfaces and conditions add to the asset and the realistic play will keep you rushing for hours. Not a very natural transposition from the Mega Drive consoles, due to its complicated control method, but both teams are in the same boat so fairness is assured. It also makes a nice alternative to Cinemaware's aging classic, TV Sports Football.  
\*\*\*\*\*

## KNIGHTMARE

**Midway** £25.99 RPG  
Pole playing with a sense of humour. Don't associate it too much with the childish television program as it would be much too hard for the youngsters. Intelligent monsters that can actually be heard coming with tall tale noises best exploited through head phones. The characters are very quick to react to their predicaments and can

all be individually programmed to spring into action at a single click of the mouse button. A joy to play and equally addictive.  
\*\*\*\*\*

## IK+

**System 3** £9.99 Beat'em up  
Definitive example of the game from masterful programmer Archer Maclean. Looks and sounds like a classic Lee martial arts movie, incorporating frantic combat and a great sense of humour. (Optional) sampled sounds and super smooth animation of head-butt, knee slap and gut punch moves make the game virtually unbeatable. Are you a karate kid?  
\*\*\*\*\*

## KNIGHTS OF THE SKY

**Mongoose** £25.99 Flight Sim  
Taking the flight sim world back down to the basics. No radar guided missiles or electronics HUD displays here just 100 home power engine and a machine gun that's prone to jamming! Fly or die for Britain or Germany in a 10 or 20 game set in WW1.  
Probably the fastest sim to date even when there's loads in the sky (the ground detail and pace are still retained).  
\*\*\*\*\*

## LEANDER

**Progress** £24.99 Platform  
Head and shoulders above most other platform games, Leander smashes of those Japanese console games currently in vogue. Easily the most playable game from the Progress stable.  
\*\*\*\*\*

## LEMMINGS

**Progress** £24.99 Arcade Puzzle  
Take command of the wackiest collection of misdirected death-wish rodents ever seen on your screen. Click on a series of lemmings to make your cute little Lemmings perform potentially life-saving stunts like digging tunnels, climbing, building bridges, and so on. One of those games that will grab you until you've completed it. Progress and DMA Design are promising extra level disks, a brand new sequel and an eventual Lemmings Editor so you can create your own levels.  
\*\*\*\*\*

## buyers guide

### LOTUS ESPRIT TURBO CHALLENGE

**Graphic** £24.95 Drive 'em-up  
Surprise hit of the year!  
Similar look and feel to the  
C&A classic Pitstop II from  
Baya. Features 20 competing  
cars, 32 cruel courses, pre-  
cious pitstops and capital  
controls. Split-screen racing  
action for one or two players.  
★★★★

### LOTUS TURBO CHALLENGE II

**Graphic** £24.95 Drive 'em-up  
Eagerly-awaited sequel  
brings eight new stages and  
improved graphics. Like  
Bayer's Nazamade coin-up,  
Lotus 2 also includes funny  
weather effects like rain,  
snow and, most impressive  
of all, fog. In addition, four  
players can simultaneously  
compete courtesy of an  
ingenious link-up option.  
Same players have com-  
plained about the feel of this  
one, so try both games  
before you decide.  
★★★★

### MERCENARY III

**Novagen** £29.95  
3D Adventure

**NEW**

A reasonable successor to  
Paul Winkler's Democles. The  
merc emerges from a two-  
year prison sentence and  
embarks on yet another last  
mission. The vast 3D envi-  
ronment is once-crisscrossed  
with roads, buildings and dif-  
ferent transportation  
systems. There are a number  
of different ways to complete  
the game and the box actually  
contains sealed  
envelopes containing five of  
these. Crude graphics and  
poor backdrops don't help to  
create a strong atmosphere  
and unless you're a fanatic  
for this type of old-world  
programming, steer clear.  
★★★

### MANCHESTER UNITED EUROPE

**Electronic** £29.95 Sport  
Popular soccer game  
recently updated for the new  
international season.  
Features four-player option  
when used with special joy-  
stick adaptor. Arcade and

management modes to suit  
everybody.  
★★★★

### MEGALOMANIA

**Imageworks** £30.95 Arcade  
Strategy  
Skillfully crafted action  
wargame with some super  
sampled sound effects and  
speech. Make your moves  
and watch hordes of little  
men run around the screen  
killing each other. The boys  
at Sensible Software have  
done players proud with a  
witty interpretation of the  
genre.  
★★★★

### MICROPROSE GOLF

**Microprose** £24.95 Sports Sim  
Very strong contender for  
the golfing sim crown previously  
held by PGA. Fantastic  
 scenery and an easy-to-use  
style of play. Different tour-  
naments, courses and up to  
72 holes to play around. You  
can play back your shots  
whenever you like and there  
are up to ten camera angles  
that hivel and turn in and out  
following your ball during  
play. Better than the rest and  
avoids annoying disk swap-  
ping.  
★★★★

### OPERATION THUNDERBOLT

**NE Squad** £7.95 Shoot 'em up

The original convention of  
Operation Maf was met by  
fans with mixed criticism as  
some thought it a tad too dif-  
ficult. However, this sequel  
had all the essentials to  
make it better than the first  
including simultaneous two-  
player mayhem. Unfortunately,  
the absence of an on-screen  
cross-hair with which to aim  
was a disappointment, but a  
brilliant convention nevertheless.  
★★★★

### PACMANIA

**Granadean DMA Arcade**  
Perhaps the finest moment  
for the cult video game char-  
acter, Pacmania is an old but  
completely convincing of the  
colourful Namco coin-up.  
Every bit of your screen is  
filled with pseudo-3D mazes  
occupied by nasty ghosts  
out to get your hungry hero.  
Excellent choice for younger  
players and definitely one for  
nostalgia freaks. ★★★

### PGA TOUR GOLF

**Electronic Arts** £24.95 Sport  
Competition against mighty PGA  
Tour Pros in four-round tour-  
nament play, PGA Tour Golf  
has three different courses  
(Sandyhills, Arenal and PGA  
West) and a bonus fantasy  
course. Play against one to  
four human or computer  
opponents and see your best  
shots again via the Instant  
Replay. There are plenty of  
golf games available on the  
Amiga, but none of them  
come close to this classic.  
★★★★

### POPULOUS 2

**Bullfrog** £24.95 Strategy  
One of the best games ever  
released. No kidding.  
Basically the same play prin-  
ciple as Populous, only  
everything has been  
improved to perfection. Try to  
become more powerful than  
Zeus by defeating a series of  
Greek Gods and mythological  
creatures. State-of-the-art  
gameplay and presentation.  
You simply cannot be without  
this game in your collection.  
There are two versions, cen-  
sors of one megabyte  
machines are treated to even  
better graphics and sound.  
★★★★

### POWERMONSTER

**Electronic Arts** £29.95  
Strategy

From Bullfrog, the team that  
brought us Populous, this is  
another startling example of  
how original games can be  
created by designers who  
care. Life as a warrior is  
tough but immensely fun. Try  
on your enemies, bribe the  
weak and send in your troops  
to attack. Get the peasants to  
make food or invent some-  
thing useful like agricultural  
machinery or destructive  
weapons. More of a 'real-  
world' simulation than  
Populous, with an incredible  
3D representation of rivers,  
hills, settlements, people and  
battles which can be zoomed  
and rotated at will.  
★★★★

### PRINCE OF PERSIA

**Bruderbund/Conart** £24.95  
Platform  
Arabian secondplay and  
Fajris with deliciously uple  
animations. Looks good,  
sounds good and jolly well  
does you good. Hey

Bruderbund, what about a  
sequel?  
★★★★

### PRO TENNIS TOUR 3

**Ubisoft** £24.95 Sport  
Who needs Wimbledon when  
you can have the 'real-thing'  
all year round?  
★★★★

### RAILROAD TYCOON

**Microprose** £29.95 Strategy  
Build yourself a railroad  
empire in North America or  
Europe during the heyday of  
locomotion. Each territory  
has its own economy, prod-  
ucts and resources. Players  
must choose the right rail  
engine and rolling stock for  
the job and keep the equip-  
ment up-to-date. Newspaper  
headlines keep you informed  
of events which could bring  
in new opportunities for buy-  
ing tycoons. Typical Sid  
Meier release with an  
exhausting amount of depth.  
★★★★

### RED BARON

**Dynabits** £24.95 Flight Sim

**NEW**

Excellent presentation with a  
large manual full of back-  
ground information for this  
First World War flight sim.  
Plenty of menus and options,  
plus good use of digitised  
pictures of the different  
pilots. However, the mis-  
sions take an age to load  
and once running crawl  
along, moving at one frame a  
second in some places.  
Digitised sound effects are  
usually welcome, but the  
constant grinding of the  
plane engine is suicidal and  
cannot be turned off. Models  
are excellent for various  
and perspective, but no reward  
would make me play this  
again.  
★★

### RISE OF THE DRAGON

**Dynabits/Orion Online** £29.95

Graphic Adventure

Almost average release  
inspired by Ridley Scott's  
Blade Runner cyberpunk  
film. No typing involved and  
it sports some lush location  
graphics and animations.  
Plenty of disk-savvying for  
those of us without a hard  
disk.  
★★★



**ROBIN HOOD**

Millennium £24.99 Gold £29.99

Strategy Adventure

Kevin Costner and Bryan Adams have made huge amounts of cash out of our legendary hero, so why shouldn't us Brits grab a slice of the pie? Robin Hood is an epic game, pleasing to both the eyes and ears.

★★★★

**ROBOCOP**

Millennium £24.99 Platform

Sequel to James Pond 'Secret Agent' is a real scorcher.

Fantastic combination of humour, platform play and cute graphics. How can one lonely programmer produce a game of such calibre?

★★★★

**ROBOCOP 3**

Ocean £29.99 Arcade

Adventure

An original format that breaks the usual mold of film licenses. You can take the role of Robocop in this 3D environment and play the arcade sections for instant action or follow the course of the full movie adventure. Great use is made of different camera angles and the 3D animated sections keep the story moving along in a stylish cinematic manner. However, gameplay is rather limited and the long listing appeal of it all is extremely questionable.

★★★★

**ROGLAND**

Storm £29.99 Platform

One of the most playable games to hit the Amiga in a long time. This Japan coin-up has been cleverly brought to life without losing any of the original appeal.

★★★★

**RUBICON**

2nd Century £29.99

Shoot 'em Up

NEW

Former limited, yet graphically sumptuous, futuristic shoot 'em up. Some sprites are one-quarter the size of the screen, yet even with the varied power-ups on offer the traditional blast-'em-up game is not best represented here. There are lots of mutant nasties to kill, but once the screen begins to fill up, the whole thing slows down. ★★★

**SECRET OF MONKEY ISLAND**

Lucasfilm Games/£25 Gold £29.99 Adventure

There's not much you can teach the George Lucas team about creating top-quality interactive entertainment. The Secret of Monkey Island is superb in every respect: gorgeous graphics, seductive sounds and heaps of humour. This swashbuckling pirate adventure has absolutely no typing involved and incorporates a terrific use of dialogue. Requires one megabyte of memory.

★★★★★

**SHADOW OF THE BEAST 3**

Pegasus £24.99 Platform

Ridiculously difficult game-play, most impressive graphics and ever so over-priced. What else can we say? Oh yeah, Shadow of the Beast 3 will be here soon.

★★

**SILENT SERVICE II**

Microprose £24.99 Strategy

Accurate submarine simulation set in the Pacific during the Second World War which could do with a dose of excitement.

★★★★

**SPACE GUN**

Ocean £24.99 Arcade

Shoot 'em up

Operation Thunderbolt-styled game that's been converted from the space-aged coin-up. The incredible arcade atmosphere has been retained mainly due to the thumping noises and great sound effects. The original utilised a pump action space rifle and Ocean have not only made the game mouse driven, but Trojan Light Pen compatible as well. Every conceivable alien comes out of the wood work as you see the few additions that have been made to the tried and tested game-style mixes the game above even Beast Busters.

★★★★

**SPINDIZZY WORLDS**

Activision £24.99 Arcade

Puzzle

Isable Madness was one of the first games to be released on the Amiga, although we had to wait four years for the real thing.

★★★★

**STUNT CAR RACER**

Microprose £24.99

Drive 'em up

Inventive and irresistible crash 'n' smash race game with realistic suspension and handling of the hot-rod cars. Geoff Chammond, the brains behind Riva and Sentinel, - produced some fast sold-30 graphics for the narrow suspended raceways. Grand Prix is his new attempt to simulate Formula One war-fare.

★★★★

**SWITCHBLADE II**

Gemin £24.99 Platform

Finally, a platform slot-'em-up which gives those peaky Japanese console video games a run for their money. Switchblade II is set across six enormous levels with over 500 screens of tense, claustrophobic challenges. Hack-slash, mate!

★★★★

**SWIV**

Storm £24.99 Shoot 'em up

Kind of like a sequel to the durable Bliveworm. Vertically-scrolling shoot 'em up which pits your craft against all manner of alien fighters. Continuous loading during the game means there's always something to shoot at and the varied backdrops are very detailed. Why can't all Amiga games be this smart?

★★★★

**THEIR FINEST HOUR: THE BATTLE OF BRITAIN**

Lucasfilm Games/£25 Gold £29.99 Simulation

Thrilling and historically accurate air combat simulation set during the crucial summer months of 1940. Players have the choice of flying eight famous planes including the Supermarine Spitfire, Junkers 87 Stuka and Messerschmitt 109. Lots of special features like a mission editor and replay camera with VCR controls.

★★★★

**THUNDERHAWK**

Core Design £29.99 Arcade

Simulation

Hear future chopper capers geared towards total action. A mix of slick 3D polygonal graphics and simple easy-to-use controls. There's no

better helicopter sim on the Amiga at present. Another best-seller from Core Design. Yeh-hoo!

★★★★

**TIP OFF**

Jesse £24.99 Sport

Kick Off gives American with probably the most accurate basketball game for your Amiga available. Slightly dodgy controls made this a slight disappointment, but a great deal of fun can be had and hopefully set the standard for a tweaked sequel.

★★★★

**TOKI**

Ocean £24.99 Platform

Qualified conversion of the strange coin-op starring a monkey in the leading role. Marvellous bright backdrops and surreal sprites. Sadly, the basic gameplay isn't that varied.

★★★★

**ULTIMA VI**

Origin/Microprose £29.99 Role

Playing Game

Every Ultima is a masterpiece in its own right. Nuff said, mate? Savage Empire and Martin Dreams use the Ultima VI game engine and are now on their way.

★★★★

**UTOPIA**

Gemin £29.99 Strategy

Despite a similar look to Apollonius, this is really SimCity in space. Can you construct the perfect place to live? And even if you can, what about the ever-present threat of an alien invasion? Every game presents a new challenge and there's loads to keep you occupied. Gemin's best game ever.

★★★★

**VIZ**

Wega Games £29.99 Sport

A far better game than everybody was expecting. Adult fun which should annoy any of your prachin friends or relations. Players have the choice of playing the trade marked Billy Bacon, Johnny Partpats or Buster Gonard in a race around the streets of Fulchester. Watch out for cameo appearances by The Fat Rags, Big Vern and Scott Rastard. Poppy Melle provides the stupidly silly live commentary.

★★★★

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**CONCLUSIONS**

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1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.

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Name of State	Computer	Value
	Perkins F. O. A.	

**ACCESSION NUMBER:** Please use 100 for print & linking information under 00-000 countries and 01-000 for online only. Please email [info@cambridge.org](mailto:info@cambridge.org) for more info.

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**E-mail:** jacob@ucsd.edu

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1998

# doctorin' the disks

**Eight hundred kilobytes on a beermat - how do they do it? In the first of a three-part series, Nick Veitch does tricks with tracks.**

## HEAD START

If you want to take 800 pages of text and throw them around your room, you would make a mess. Thus, if you ever need to retrieve information, it would make sense to store it in orderly manner. Your Amiga's disk drive has got it sorted...

Your internal floppy drive comprises a motor, a few drive screws and a pair of magnetic heads. The motor's function is fairly obvious: it spins the disk at a precise speed. The bits that do the work are the heads. Gliding fractions of a millimetre either side of the disk, they detect the magnetic pulses coded onto the disk. All that comes out is a stream of numbers, and something has to tell the drive heads where to go.

## DEVICES AND DESIRES

The Amiga's first line of control is the trackdisk device. This is a piece of code (often called a library) that knows how the actual physical drive is connected to the Amiga. It also knows where to send data - not to mention the controlling codes. These drivers are always specific to that particular device.

This may seem to be a bit complicated, but future devices will be able to be connected simply by plugging them

in and writing a device driver. If AmigaDOS was more directly involved with controlling the physical mechanisms, you'd need updates everytime a new kind of device surfaced. Most device drivers exist in the machine's ROMs but that doesn't mean you can't write one and compile it.

## HANDLE IT

The next step from the device driver is the file handler. This is usually found in the L: directory of Workbench. The file handler decides the format your files will take on the disk. The standard file-handler accepts commands that create, read, write, rename and delete files on disk. Any tool or application that runs through Workbench will use the file handler to store and retrieve information.

This means that the applications don't have to know how files are stored, they just pass the information on to the file handler.

Since none of the applications are dependant on the way data is stored, it is possible to use other file handlers, meaning that applications can use any file information stored on any device as long as there is a device driver and file handler for that piece of hardware. This is convenient as there are two file

handlers for disk drives. There is the original one, as introduced on the A1000 (now known as the Original File System) and one other: Workbench 1.3 introduced a file handler known as FFS (Fast File System), primarily for use with hard drives. Both of these accept the same set of commands to read and write data to files and both support the same device drivers. The only difference is in the format the files actually take on the disk. The format used in FFS is based on QFS but has been streamlined to increase performance and efficiency.

## FLOPPINESS

Let's see how data is stored on a typical disk. At the lowest level, each disk is broken up into surfaces, cylinders, sectors and tracks. A floppy disk has two surfaces (top and bottom) but hard disks have four or more. The cylinders are the tracks which carry the data, like a series of concentric circles around the hub of the drive. An Amiga floppy disk has 80 cylinders which adds up to 160 tracks over both surfaces.

A sector is a pie-shaped slice of the disk which contains one block in every cylinder. From this, you can imagine that a block (which is the smallest unit of any file) takes up more physical space on the outer edge of the disk than it would further towards the middle. This may seem a bit wasteful but it's the most convenient way to make the drives and also provides a faster access time. Apple computers have more blocks on the outer tracks, but their drives have slow access times and hold roughly the same amount of data.

AmigaDOS disks are unique in that they have eleven sectors which adds up to a phenomenal number of blocks (1760), each containing 512b. These blocks are smaller than those found on MS-Dos or Apple disks but data is stored in smaller increments. Informationwise, you can get more on an AmigaDOS disk than any other 3.5" floppy.

**NEXT MONTH:** We've seen how and where, next time we'll explore just what all the blocks on your floppies contain.

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11. *Journal of the American Medical Association*, 277, 1996, 1033-1034.

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11/11/2011 11:11:11 AM

We'll treat another year over with, and we would like to thank all our customers for shopping with us over the past months and we hope to hear from you in the near future.

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Mans - Tel: 01 961 - 1810 to 1815 E - [info@photo-desktop.co.uk](mailto:info@photo-desktop.co.uk) and the EDITED for more help and support.

We have been asked by our customers if we will be doing the Commission's range of hardware and software and the answer is 'Yes', as soon as we have been able to source the hardware. What this about all I have to say around that we wish you all the best for 2001.

**RESEARCH DESIGN**

# 1989

STEVEN HUGHSON / PACIFIC PD



## TESSALATION SOLUTION

In answer to Clifford Allen's request for a tessellation

program — try getting the public domain Scope disk #158. It's available through the

Independent Commodore Products User Group (call on 081 344 0045), but most PD libraries should stock it.

To quote from the latter log: 'A tessellation is a set of geometric figures that completely cover a plain surface — such as tiles covering a floor. Another made possibly the most imaginative tessellations known. This program will help you in designing your own — it's fun, and it's one of the topics covered in both the current, junior and high school maths curriculum.'

Incidentally, the plural of 'virus' is 'viri', NOT 'virii'. That would be the plural of 'vitrus'. Yep, you guessed it — I'm old enough to have done Latin at school! 'Muff said. *June Birley, Blandford, Dorset.*

Thanks very much indeed for your help, June. I for one will be most interested to look at the tessellation disk.

Interesting to read your on-the-spot definition of the Latin plural for 'virus'. Although I personally don't use the 'ir' version, I often use 'viruses' to describe more than one of the creatures. After all, new words are only created by their constant use, or by people's dissatisfaction with the old one!

## BEGINNER'S AMIGA

I recently bought my husband an Amiga 500 Plus and having seen your mag at the newsagents by accident I thought 'Orest, that should help us to understand

*If you've got a problem, it's no problem to our technical guru Keith Evans. So here he is again to bring relief to your fevered brows.*

things', but no: the mag is filled with advice for addicts and info about this and that, but it all assumes prior knowledge that we haven't got. It's like playing games, even if they drive us crazy — we assume that most four-year-olds could do better!

My point is, could you tell us some of the basics: do we need any of these fancy add-ons? We still want to use the computer for playing games, but my husband wants an accounts package for home use so that he can become familiar with the computer's capabilities.

I think that we're in deep trouble because everyone who writes to your mag seems to have been using a computer all their lives. Are we the odd ones out? We cannot be alone in being so ignorant, can we? Help! *Julie Perkins, Kneale, Gloucester*

We try extremely hard to cater to readers at all levels of ability — there's a very fine line between being helpful and being patronising. We frequently include features, reviews and tutorials which are aimed at users with absolutely NO prior knowledge, although sometimes we do assume that you've at least read some earlier issues of the mag to give you the background information to

a piece.

When describing games or technical products, it's occasionally necessary to use a limited number of 'in-phrases' such as 'resolutions' and 'real-time'. Generally, these are expressions which the majority of readers are familiar with or can easily infer their meaning by the context in which they appear.

There are a lot of people with a similar level of knowledge as yourselves, but to write exclusively at that audience would alienate far more of our readers than it would attract.

There are many excellent books available which will give you the facts in easy to understand language. Among the best is undoubtedly *Mastering Amiga Beginners* from Aviva Books (0568). In fact, *BBB* publish a number of first-rate tutorial books. Contact them at PO Box 582, St Albans, Herts. AL2 3AS. Tel 0727 41343.

On the subject of buying add-ons and additional hardware there are thousands of extras available for your Amiga, ranging from mouse mats costing pennies, to video systems costing tens of thousands of pounds. There's no particular need for you to buy anything else for your Amiga, but most users eventually purchase some form of additional memory (RAM upgrade) which allows them to load larger

programs, and a second disk drive to reduce the amount of disk-swapping required when loading programs which come on more than one disk. Other popular purchases include joysticks, printers, monitors and hard drives.

## VIRUS HELP

I've just received a copy of Eric Lovendahl's



latest virus killer compilation disk which he's asked me to distribute in the hope of

stemming the ever-increasing virus tide. The disk contains a de-activated BO-55 virus, and a file containing the SCA virus, which is activated by means of a program called 'infest'. Eric specifically asked me not to remove these files so that people can learn how to hunt a virus down. There is no danger of contamination as long as the SCA virus is left in the file. The BO-55 is completely safe.

I must confess that I don't necessarily agree with Eric's ideas on distributing a virus which can be activated but I suspect he assumes that, since there are so many viruses out there, distributing one more very primitive one will not hurt — especially as it allows inexperienced users the opportunity to practice their virus-hunting skills.

If any CU readers would like a copy of Eric's disk please send me a blank disk, a stamped addressed envelope and thirty pence to cover costs. I'll gladly send them one, complete with safe operating instructions.

*Malcolm Rogers, Bents Farm, Hantsbury, Suffolk, IP10 0NS.*

Thanks for the letter, Malcolm. I take your point about spreading the SCA virus but as it's so old and virtually every virus



checker can detect it, I would agree with Erik that it's distribution as part of a killer package does more good than harm.

## FONSTASTIC

Could you advise me on some font disks to buy? I want some large ones, especially italic styles. Pete Parker, Skipp, Kent.

There are numerous Public Domain font disks available and many of them include large-size fonts (known as poster or headline fonts). IT-Bit can help with this subject but I trust you're not expecting to use them instead of your printer's resident fonts? If so, you're going to be disappointed - printers require fonts in an entirely different format to that used by the Amiga. The Amiga fonts are ideal for use within art packages but they will only print out as graphics and not at the high speed of ordinary characters. Most art packages include the option to italicise the letters from other fonts. Although the end result isn't as attractive as using an italic font in the first place, it means that you can add this effect to any letter style.

You may be interested to know that Silca Systems can supply a range of font cards for your printer costing about £27.00 each.

## C64-4 EMULATOR

I've recently purchased an Amiga 500 and have also acquired a copy of the Commodore 64 Emulator complete with the necessary leads to connect the 5.25 inch

drive to the Amiga. Everything seems to work fine and I allow me to load Basic programs, but when I try to load non-Basic stuff (games for example), it refuses to load them. Do I need extra hardware to load my old 64 software? G. Jackson, Rarford, Merseyside.

There are several public domain C64 emulators available, some of which supposedly require no additional hardware to work. However, the one that is required to be the best G005 requires add-ons - which are only available from the States. You can find out more details by writing to Quantumis, PO Box 340088, Hartford, CT, USA. Tel 0181 081 340088.

## WHICH MUSIC PACKAGE?

Can you please explain how, and if, it's possible to determine which music creation programs have been used to write the CDJ. Carvelist's Tunes of the Month, or any others for that matter? Mike Hemming, Slusby, Warwick.

All of our coverdisk tunes to date have been written either using Protracker or a Soundtracker-compatible program, such as NoiseTracker. Although some of them are compressed (usually using Powerpacker), they should all load into Protracker 1.7 or higher.

There are a number of fairly easy ways to find out the origins of a music module, the most effective of which is to try and load them into Diskworld using the "Load IT" option. If they load as a standard Soundtracker module, you

can be almost certain that they'll load into Protracker.

Alternately, Action Replay owners can attempt to grab a tune whilst it's playing using the "Tracker" option, which often gives useful information about the origins of a tune.

The final option is to use one or more of the numerous "Ripper" programs available which will attempt to find specific types of music data in memory. Hence, by a process of elimination you can identify the creation program that was used. A disk full of music and graphics rippers is available from PD Soft public domain library. It's called the Rippers Guide (disk V485) and you can contact PD Soft at 1 Bryant Avenue, Southend-on-Sea, Essex, S01 3YD.

## DISORDERED DJ

I'm a DJ and I have a large collection of singles, LPs and CDs. I need a program to sort out the song titles in alphabetical order so I can add the artist, the format and a format code. When printed out in order, it'll hopefully be able to look up a song title and be able to find the format code, enabling me to find the track in my collection. I have an AS22 with a 1Mb upgrade. Al' Sim, Chislehurst, Manchester.

The program that you're looking for is called a database. It allows you to store large numbers of records (record-information) on related subjects, such as a collection of CDs or videos or the names of magazine subscribers, etc.

A database is usually separated into different headings known as fields. In your case, the fields would be the song name,

the artist, the format and a format code. Information in any of the fields can be automatically arranged alphabetically or numerically according to your specifications.

There are a number of database programs available, ranging from the very expensive and powerful Superbase Pro 4, down to a number of public domain offerings such as dBase. My personal favourite in terms of power and ease of use comes as part of a package called Pan Pro which also includes a word processor and art package. It costs £75.00 and is available from Gordon Harwood Computers, New Street, Atherton, Derbyshire, DE8 7BP. Tel: 0773 820071. On the PD front, Amibase Professional II is more than adequate for your requirements and will cost you next to nothing. Order it from AmigaSoft United, 168 Dale Valley Road, Holtbybrook, Southampton, SO11 6QZ.

## WHY A SEQUENCER?

Could you tell me how to connect my Amiga to a V4-PD (do I need a special lead and, if so, where can I purchase one)? I bought the Quicksator C64-127 infra-red controller which has a slow-motion feature. I've tried it on many games, but even after I've replaced the batteries nothing seems to happen. Does the slow motion only work on certain games?

Finally, I've heard that one can connect an Amiga to a MIDI keyboard using an interface and record your keyboard efforts via a sequencer. What's so good about that? What better things can you do when the tune is stored on a sequencer that you can't do by just recording it in the key



board's own memory? Are those additional special effects that can be added once the tune's in a sequence? Can I submit sequencer tunes in the 'Tune of the Month' competition? P. Duns, Leeds.

Provided your Hi-Fi has sockets for additional equipment, you can attach your Arpeggio in an instant. Simply buy a lead which has two phone leads on one end (for the Arpeggio) and whatever plug your Hi-Fi accepts on the other. In most cases this will also be two phone plugs, but some older systems use a pin DIN plug instead.

Infrared controllers are questionable in their usefulness at the best of times, but when added to the even more dubious merits of a slow-motion system, you often end up with an expensive paper-weight!

The main way that joystick slow-motion gadgetry work is to send a constant pulse down the line to the computer which effectively overloads the CPU by sending it more information than it's designed to handle from that source. The trouble is that the Arpeggio is not designed to accept that sort of information via its joystick ports, so the whole thing's not very effective.

Slow motion joysticks tend to work best with shoot 'em ups, but even when they work perfectly, they don't make the game any slower or smoother - they just allow you to move in small jerky steps which, to my mind, makes the game all but unplayable. The only effective slow-motion device I've ever encountered is the one that comes as standard with the Action Replay cartridge

from Data Electronics. You can contact Data at Gosan Road, Fenton Industrial Estate, Fenton, Stoke-on-Trent, ST4 3NS. Tel:0782 744707.

A sequencer is far more than a glorified recorder and it allows you to do things that you could never do with your keyboard. In the first place, there's a limit to the number of different songs that you can simultaneously record on your keyboard but the only limitation with a sequencer is the number of disks available to store the songs on.

The editing facilities of a sequencer permit you to achieve a far higher level of accuracy than would be possible otherwise. Furthermore, it's possible to record a sequence and deliberately introduce minute errors to simulate the inconsistency of real musicians.

A sequencer allows you to control up to sixteen MIDI instruments and any number of voices between them but you'd find it extremely difficult to achieve the same degree of control with a single controller keyboard.

Decent sequencers do, of course, allow you to add many special effects, ranging from the simple ones such as pitch-bend and modulation, to the more complex ones such as vibrato, echo and after-touch. Some of these effects are not possible with any of the existing MIDI keyboards on their own.

The best professional sequencers available at the moment are Dr T's RSC-3.6 and Ilari and Pipes Professional. Both are available from Zone Distribution, who will also be happy to answer any further questions or queries you might have. Write to Zone at 8 Abbeville Road, London, SE8 6LA. Or alternatively, they can be reached on 081 768 5884 during business hours.

## LAZARUS

I've heard that there's a virus called 'Lazarus'. I'm new to

the Arpeggio and I want to know what a virus is and if the computer will automatically tell me if a 'piece of software has one. Is there any sure way of getting rid of a virus from software on the computer?

Recently, when our 'Replace volume Workbench 1.3' should have appeared, 'Replace volume Lazarus' appeared instead. Although I'm not certain that this is a virus, I don't know what I should do to get rid of it. L. Sanderson, Leeds.

I've checked every single virus list available to me and I can find no mention at all of a Lazarus virus. However, Lazarus is also the name that the Arpeggio automatically gives to a disk which has been subjected to the Intense Disk Doctor, which is Commodore's rather lame attempt at a disk repair program. Make another backup of your original Workbench disk and reformat it, or, even better, throw away the 'Lazarus' disk.

A virus is a small and often destructive program which is hidden on a disk. When you attempt to load the disk, the virus will initially transfer itself into the computer's memory before copying itself onto any other unprotected disks which are placed into the disk drives. The virus will not survive after power is switched off, but it may have already installed itself on your Workbench disk, ready for the next time you power-up.

There are a number of ways to avoid the spread of viruses. The most important one is to keep your software write-protected at all times. You do this by ensuring that the little black plastic tab on every disk is always in the up position so that you can see through the hole.

Ensuring that you turn the computer off at the mains or power-pack for at least 30 seconds in-between loading different

programs can also halt the spread of viruses because they can't remain in memory for that long without power.

The Arpeggio doesn't automatically warn you if software is infected. Viruses are designed to remain anonymous and undetected for the majority of the time. The only sure way of detecting them is to use a virus hunter or killer. There are dozens of them available for mere pennies and you should be able to buy a selection from any Public Domain company in the world.

## ASSIGN COMMANDS

I've been using 'The World' for some time with no problems.

Recently I bought a hard-drive and copied the program onto it. Although it more or less works as before, it keeps on saying 'Insert volume 1' whenever I try to use the dictionary. I copied the dictionary to the hard disk so why won't it read it? G. Lancaster, Staffs.

The problem is due to the fact that the World has assigned its dictionary to the original disk. It's easily overcome by re-rotating the assignment to your hard drive. The following command should work: Assign World: DHD:World

This assumes that you've copied your programs into a directory on DHD called World. You can easily add the assignment to your hard-drive startup-sequence or you can type it in via CUI before you load your word processor.

## ANY PROBLEMS?

If you have any questions of a technical nature, we'll do our best to answer them. Send your letters to: Q&A, CQ Arpeggio, Priority Court, 28-32 Kensington Lane, London SE16 3AU.



If you can not see the Disk you are looking for send us details and we will get it for you for no extra charge.

# HELP LINE

## ENQUIRIES

### GOODS

I would really like a chest to complete the game, *Goods*. Hopefully, you can tell me how to get infinite lives, otherwise I'll be forced to reach the underground chambers meeting an untimely end for the rest of my life!

Christopher McDougall, V1

### VIZ

Please can someone send me a chest for the game *Viz* by Virgin Games? I have had this game for a year now and have only got to the end of the first level once and then it crashed on me. Infinite lives would be good or infinite time, anything in fact. Please help.

Steven Valentini, V2

### CADAVER

I have managed to get 54% on this game, but can't find the combination to get through the door leading to the dragon. Please will someone help me out?

David Jones, V3

### THE SIMPSONS

I really like this game but can anyone tell me how to get past the rapid flash after the retirement home? Every time I get there with infinite lives I can't get past. Has anyone got a code for skipping sheets or stages? How do you get the flower pots to change colour?

Rachel Bird, V4

### PP HAMMER

On level 42, I can't get to the treasure (before the bridge) by digging and I can't find a transporter. Please help!

G. Ogden, V5

### FOOTBALL DIRECTOR 2

Please could someone give me some help on this footy game? When you get into the first division I can never win a game. Nine times out of ten you get relegated or given the sack. I'm also stuck for cash so I can't buy any decent players, only veterans.

Mark Stone, V6

### SHADOW OF THE BEAST 2

Please can someone tell me how to get past the drawbridge in the Crystal Caverns? I have tried everything but keep falling into the caverns. I know the

infinite lives chest but it doesn't help you complete the puzzles.

Kashie, V7

### ROBOCOD

Does anybody have a chest for infinite lives? Please help me. I'm really stuck.

Justin Jopland, V8

### SHADOW WARRIORS

I can get to level 4, but that's as far as I can go. Can anyone tell me how to get infinite lives?

James Oudsworth, V9

### LICENCE TO KILL

Could you please give me any help or cheats for this game? James Bond may be a super spy but he's let down by my mediocre gameplaying every time.

Neil Jones, V10

### SARAKON

Has anyone got the complete set of level codes for *SARAKON*? When describing the pace of the game another magazine described it as 'tedious mouse clicking'. I know my reactions aren't what they were 20 years ago, but if this is sadakai, I'm Kim Basinger. I'm getting a bit bored with the first couple of levels, and being called stupid, so please help and send the codes in now.

June Kim Baserley, V11

### MYSTERIOUS WORLDS

Please can someone give me a chest for this corking game?

D. Higginson, V12

### LAST NINJA 2

Please could I have a chest for this great game? I can get to the last level, The Mansion, but I can't get off the first screen. I try jumping off it but I keep falling. If I don't get to finish it soon I'm going to go mad.

Jonathan Dickinson, V13

### FIRST SAMURAI

I know it's a new game and that it's very good, but it's also very hard. I need an infinite lives chest as I can't get past level 3.

Mark Dempster, V14

### GREMLINS 2

Please can somebody help me? I'm going crazy with this game. I know the chest for infinite lives, that's no problem. What I want to know is where to find the

Golden G. This opens the lift and without it you can't progress. Someone out there, please provide the solution to my restless nights.

Sarah Kavanagh, V15

### FANTASY WORLD DIZZY

I've got as far as the broken toll bridge and I know that dropping the rock in the river raises the water level, but this is as far as I've got and I can't make it across. I would be very grateful if you could print this as soon as possible otherwise you could be responsible for an otherwise normal person going insane!

Sarah Kavanagh, V16

### BUBBLE BOBBLE

Please help me because I've been playing this game since Christmas and I can only get to about level 44. I've had more advice than John Major concerning this game so no hints please, just a chest.

Ben Summers, V17

### GOLD OF THE AZTECS

After reading some poor soul's cry for help regarding this game I must add my plea. Please help us jungle adventurers out and hand over a chest. Seriously, somewhere, must have one, so don't keep it to yourself... send it in. Forget about *Shadow Of The Beast 2*. This arcade platform shoot 'em up is the hardest game in existence and I've never heard of anyone completing it.

Simon Knowles, V18

### HEIMBALL

What a brilliant game. However, the mini-games at the beginning are a little too hard. (Has anyone managed to save every pig bit with the axe or catch the old pig?) So, if anyone has a chest for infinite goes (not lives as you don't need them) I'd appreciate it.

Derek Coates, V19

### PIT FIGHTER

Does anyone know a chest for this boxing game? I'm getting really frustrated by the gameplay and that spiked woman is really getting on my nerves.

Gary Broady, V20

### KILLING GAME SHOW

I can get up to the middle of level six, but find it increasingly difficult from there on in. I desperately need a chest for infinite energy or lives. Please can someone help me out?

Simone Knowles, V21

**PREDATOR**

Could I please have a cheat for Arnie's master-slashing movie beastie, Predator? I can get to the coveted building on level one, but I am always mercilessly gunned down in the ambush. An ever-lasting gobstopper would be nice, but if more practical use would be ever-lasting lives. So, if anyone out there has a cheat, or at least a level skip, please send it in. I would also appreciate more ammo as those beasts take a lot of cutting.  
Andrew Clark, V21

**FIRE AND BRIMSTONE**

This is a really desperate cry for help. Is there a pole or cheat for this game that will allow me to skip levels? Even better, although perhaps a little more tricky, is there an infinite lives cheat.  
R. Murdoch, V21

**CAPTAIN PLANET**

This is a very hard game and the planet is going to be one big sludge bucket if I don't get a cheat soon. So can any environmentally-friendly people out there help a fellow hippy out?  
Shaun Cape, V21

**RUBICON**

Although this is an excellent blast, some of the later levels are just too tough, especially the end-of-level guardians such as the skeleton and super tank. Does anyone have a cheat for invulnerability or ones to activate all the different weapons?  
David Yeman, V21

**R E S P O N S E S****THUNDERCATS (R9)**

When you get to the wall, go back and you'll find a hovercraft. Then you will be able to fly over the wall.

James Goodfellow, Cheshire

**TOKI (52)**

On the file screen type in TOKIBUR-OLRWASHER. Now press the number keys to select a new level.

Mike Vestberg, Scotland

**BLOOD MONEY (53)**

Place the game and press HSLP for infinite lives.

David Host, Moor Park

**NIGHTBREED (514)**

Type RISEN FROM THE DEAD for infinite lives.

Ferns Deslaurie, Slough

**STORMLOD (519)**

Type DRAGON BRIDGE on the credits screen and when you pause the game, during play, you can press L to skip through the levels.

Simon Guest, Brighton

**LAST NINJA 2 (T10)**

To get off level one go to the path entrance, where the man is juggling kick knives. Go to the square bin nearby and crouch. You should find some throwing stars. Now go to the gate on the left. Crouch down near the middle of the gate and it will open. Walk through the gate and some bats will fly at you. Don't try to kill them, though, just run past. Turn to the right. Jump onto the island and select the pole. Hit the boat until it floats away. Jump back to the island past the bats and right. Run forward and jump onto boat. Then quickly jump to land. Then walk forward and turn right. You're now in the street ready for the next stage.

David Perkins, Essex

**DRAGON BREED (U1)**

Here is a great cheat to skip levels. Fight your way to the end of the level and pause the game. While the end-of-level monster is loading, hold down the left mouse button. Delete and Help together. The screen should flash and you will be able to skip the levels by pressing a certain key on the keyboard.

Sean Helmerich, Buckinghamshire

**SUPER CARS 1 & 2 (U3)**

Super Cars 1: Enter the following as your name: CODE, SIGL, RICH or POOR for a variety of effects. Super Cars 2: Enter player one's name as THE SEER for maximum weapons of every sort.

Mark Saunders, Poole

**BRAT (U4)**

Here are the first four level codes: (1) BISHOMO (2) SHIMOTO (3) SASU-TOGO and (4) SUMATZEE. Hope these make things easier for your asexual Stephen Barber, Guelph

**THE SIMPSONS (U6)**

Type COWABUNGA for infinite lives. Type EAT MY SHORTS to skip levels.

Dave Medway, Finland

**F/A - 18 INTERCEPTOR (U7)**

No entry codes I'm afraid, but maybe this'll help to keep you busy. Enter free fight mode and press 5, 7, 8 and 9 to enter the game. Then quit and the missions can now be accessed.

David Atkinson, Fife

**DRAGONS LAIR 2 (U8)**

Type in GUT MICROPOC DRK before starting the game to make things a lot easier.

Mark Simmons, London

**MEGA-LO-MANIA (U12)**

Use GATAVASCORIT as a code to start on the 5th speech with 195 rps.

Alex Simonsen, Aldenham

**THUNDERHAWK (U13)**

On mission one of Alaska - don't fire until fired upon. Ignore the heavily armoured dumps until last. Fly past them and destroy the whole truck convoy before they leave the mission area. Then destroy all other targets fighting with the dumps. If you're lucky, you'll complete the mission, otherwise return to base for a welcome home.

Warred Ahmed, London

**ROBOCOP 3 (U16)**

Yes, you'll be very relieved to hear you can beat the nips fairly easy. First, when the screen showing both of you in the rainforest comes up, press F1 to change to Robo's view. Then, when Otomo jumps at you, punch him so that he falls over. When he gets up he will somewhat backwash and get out his sword. Turn (if need be) until Otomo is right in the middle of your point of vision. While he has his sword out press Enter to get your gun out. Probe. Never get your gun out if Otomo doesn't have his sword out or he will jump up and kick it out of your hand. Once the cross-hairs of the gun are visible shoot until the nips is dead. You must get at least one shot in before he has a chance to jump. Samantha Lustrache, Essex

**ROBOCOP (U31)**

To help take the bite away from the policy undersea creatures, press Col and Return for invulnerability. You can now make belly-flops out of the opposition without fear of retribution. Press Return again to turn it off.

Rubber Rabbit, Derby

**HOW TO USE THE HELPLINE**

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark a 'Enquiry' if you need some help. Post your letters to: **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AG.** If you are making an enquiry include a few lines explaining why you need a pole, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a separate sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

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# BACKCHAT

## SEEING RED

I recently purchased the excellent Red Baron recently and would like to raise a couple of points. My system consists of a 500MHz with 64000/65536, 3mb, 30i-bit RAM and 50mb hard disk. Obviously not the standard setup! On my system the game runs very smoothly even at the highest detail setting. In fact, it is more impressive than the PC version on a 386/33! This is where the problem lies as on a standard A500 floppy-based system, the theme update is very slow.

Every magazine is going to review the game on an A500 and consequently, it will not do as well as it deserves. But it shines on the fact that processors under 14MHz are not recommended it also recommends a hard disk and lots of free RAM.

I know that the A500 is a far more popular machine, but it would be nice if you took into account the bigger computers as well. I've enjoyed a lot of software recently that would normally

be regarded as rubbish on floppy-based machines. *Heart Of China*, *Brink Of Prey* and *Rise Of The Dragon*, for example. If performance on faster systems is not mentioned in the press, I feel that certain companies will stop producing software for our machines. So please consider non-floppy-based users in future. We pay as much for your mag as anyone.

Isis Mercurio, London

Point taken, fair, but by your own admission you do not have the average setup. By concentrating on the basic A500s we ensure that all our reviews cover the larger spectrum of Amigas.

Granted, some games will be improved by bigger machines such as yours, but it's common knowledge that adventure games such as *Monkey Island* and *Grueser Per & Carpas* will run better from hard disks without us having to inform about it in every review.

What do you think?

## PUBLIC'S A PAIN

How about having a reader's

survey on shops and retail outlets that supply us? You could then find out what's good and who's best. Categories could be for speed of delivery, advice, and price. With a survey like this we might start getting the kind of service we deserve. I'm fed up with being kept waiting on telephones that cost over 50p a time, or people saying they'll phone back but never do, and companies claiming first class dispatch and then taking two weeks or more to deliver. You can send a video tape first class for a pound so why do companies charge more (sometimes three times more) for postage?

Print this if you dare, edit it if you wish, but let's get a survey done and get a decent service out of these charlatans.

J. Ayler, Milton Keynes

We couldn't agree more with your point about being kept on hold. If you've got 45 minutes to spare by phoning Brest counsel! To be fair to the companies,

everyone's got their favourites and you'd be hard pushed to find a PD outlet without one itemish on its record. As far as the postage goes, you can't expect a tiny PD house to sell their disks for the same price as a huge company, they've got to make a few extra pence somewhere. I don't think you can begrudge a couple of pence when you're paying 99p for a disk that took someone ages to compile. PD could be twice the price and still be phenomenal value for money.

## DOUBLE TROUBLE

I recently bought a second drive for my Amiga only to discover that half my collection won't accept it. I've also bought DPaint IV and the best thing about it is that you can load in Tobias Richter's fabulous animations and play about with them. I could also like to know if it's worth upgrading to Kickstart 1.3? What do I need to get more speed and colour out of Hi-Res mode in DPaint IV?



## MINDLESS VIRUS

I wish to talk about computer viruses. These wicked things are a bloody nuisance. I'm sure everyone will agree they cause incredible frustration, anger and mindless damage to software. What I want to know is: who the hell are these strange people who get it into their ever stranger heads to sit down and create these viruses? Why? What's the point in it? I can't imagine the sort of popular delight these people gain from their stupid efforts. Are they somehow afflicted with the malice of the virus killers with a financial interest thereof?

Perhaps if any virus makers are reading this they should consider putting their 'skills' into programming decent games, instead of being behind their irredeemable

Guy Chapman, Birmingham

A bootblock virus is relatively easy to write. A more cunning (and a lot rarer form of virus is the BIOS interrupt hijacker), which attaches itself to files and executes itself before the proper program is run, thus becoming very hard to track down. It then works its way into the machines' memory, so you're never sure it's been eradicated. There are various reasons why they do it. Some programmers have a chip on their shoulder. They think that any one who doesn't have the knowledge they have shouldn't be using the machine purely for games. Most viruses come onto the scene through PD utilities and originate from Germany. One virus in particular has managed to get the German virus 'Lamer Extremist', a lamer being a games player. A few viruses come from software cracking forces. Their sole purpose is to remove protection from games, copy them and then sell them at reduced prices (a good reason for not purchasing these disks). Most authors don't have the talent to write a decent game so they get their kicks with viruses. A programmer with basic skills could come up with a formidable virus in only 10 hours. Perhaps one of these would like to write in? After all that, remember there's no need for you to combat a virus. Take care of your programs and always remember, write protect all new disks and turn off your machine for 30 seconds between swaps.



## GOT SOMETHIN' TO SAY?

DO AMIGA is the country's leading gaming magazine, and therefore the premier forum to air your views on anything connected with the Amiga scene. Your comments can make a difference so don't be inhibited, drop us a line today.

Dylan Garton, Essex

I'm afraid there's nothing you can do about the disk drives problem. It's just raw programming on the part of the writers. However, sometimes, when games are re-released, they are game over with a few kish-kish sounds and make compatible. *GP*ent IV is probably the best entertainment package available on any home computer and far from useless. To speed it up, you need an accelerator card that plugs in under the Amiga's hull. It's quite easy to fit, but you'll have to remove the existing 68000 processor. The A5000 System from Solid State Labs is an excellent bargain. If graphics are your bug then Kickstart 2.0 is a must as it allows ever scan and has higher resolution modes.

## GAMES DISASTER

Computing's become respectable with people like Jimmy White getting involved in the production of games, and at last there is a noticeable amount of time being allocated to gaming on TV. However, the programme *Games Master*, although an improvement over *Get Fresh*, still suffers from the 'stitch shouting kids' syndrome. What I'd like to see is a more adult-based program, *Sunny* OUI Amiga, with its definitive bias towards serious software as well as games releases, realised just how good/popular a program aimed at productivity software would be.

Before I sign off, I would like to comment on *Click* Magazine. What are these people on? It has its moments, like the amazing piece on VR, but that guy with the long hair had no in-stitches. Perhaps with the computers now found creditably they could have paid for

a couple of decent presenters.

David Walker, Norfolk

Decent presenters! We'll have you know that presenters and guests from both *Click* and *Games Master* are currently working, or shopped from, our very own offices. Mind you, *Click*'s Tony Dillon's been on something ever since he left here. The dust! Just joking, Tony, honest.

## GAME FOR A LAUGH

I've phoned three months for it. Phoned every week as requested and it's ready yet? Not! What are you taking about? I hear you say. *Formula Grand Prix*, that's what! Below is a list of scores tabulated from Microsoft themselves: 'It'll be the end of the month' - October 1991

'Definitely the 10th' - November 1991

'Probably the 10th' - November 1991

'Due out on the 1st' - December 1991

'It'll be out on the 15th definitely probably' - December 1991

'Released on the 10th and in the shops a few days afterwards' - December 1991

'Within the next few weeks' - January 1992

'Next Thursday (20th) DEFINITELY' - January 1992

'Well, after much delay, it is finally being released' - It's not me the game's price already in phone calls.

On another topic, why is *Games Master* so bad? The only interesting part is the review section and the tips.

Why don't TV companies produce a *Click* Show-type program which can review all the major free software titles without the constant drivel of a TV presenter?

Steve Price, Bedford

**CHIPS CHALLENGE**

Buying an Amiga's the best

thing I've done. However, one thing puzzles me. We are constantly being told that Amiga sales are rising all the time, and that the computer has broken the million owners mark and is going up and up. So why are the software companies starting to ditch such a huge market base and concentrate on the console systems? I know the Spectrum has hardly any games sales, but only now, eleven years after its introduction, are companies leaving it for dead. I fear that unless Commodore release a box of tricks-containing super chips that plug into the computer, our machine will not be able to compete, and this time next year *Atari's Jaguar* or Nintendo's *Famicon* will be the games player's first choice.

Nahed Ashraf Malik, Derby

Lets get something straight, in no way are software companies going to ditch the Amiga. Whilst it's true that some companies are producing games solely for the console market, it is not an abandonment, merely a realisation of the Amiga's limitations in the specialised chip department.

The box of tricks you mentioned is almost here, it's called a CD-ROM and anyone who thinks it will merely turn their Amiga into a glorified stereo is very wrong. Wait and see.

## COVER CRISIS

I've recently bought *Page Setter 2* to use with cover disk 23. I can open *Clip Art*, but I keep coming up with all sorts of different messages. Could you please tell me step-by-step how to get into *OTM* Templates? I have an A500 Plus and I've never had any problems with your disks.

Bartosz Gosciniak, Hastings

Firstly, the templates are located in a different directory to *Clip Art*. Look on your disk in the *OTM-PLATES* directory. To use these templates, you must load them as *Page Setter 2*

pages and not as bitmap graphic files. Use the load option in the project menu.

## BACK TO BACK-UP

Could you recommend a utility that will enable me to back-up all my disks? I also want to compile a single disk containing all my favourite demos. Is this possible? If so, is it easy? I notice that the manual is not very comprehensive and lacking in information to say the least. Lastly, could you recommend an adventure or strategy game that's not too hard on that I can boast to my 10-year-old son that I've finished something when he visits?

Jon Richards, Harle

We don't know of any disk utilities that will both compress and back-up. *Disk Master* will allow you to compile your best demos onto one disk and, by pure chance, it's on the cover of this month's magazine - you lucky, lucky people. As for easy adventures, any game that's had a *Play To Win* piece written on it will do!

## SOFTWARE RIP-OFF

This must be one of the biggest crimes in software history. Amiga disks seem to be getting more and more expensive. Why should this be? Isn't the Amiga selling like hotcakes? Aren't games sales rocketing? Isn't everything buying dory? So why have prices gone through the roof all of a sudden? It's sheer robbery! Dave Giddens, Norfolk

It seems to me that software houses, promising to reduce software prices once the Amiga's unit sales increased past a certain point. Now there are more than 1,000,000 Amigas in the UK, and I'd like to see a fall in full price games and like to see it now! But it doesn't happen, though.

# inside information

What's hot and what's not? Who's climbing the charts and which products have sunk into oblivion? Games, applications and peripherals, they're all given the CU treatment in Inside Information. . .

## ON THE CHEAP

Squeezed by the recession? Bothered by your balance of payments? If you're short of a bob or two, buying new bits for your Amiga can still be affordable. The key to bargain hunting is knowing where to look...

### HUNTING GROUNDS

#### 1. Mail Order

If you're after the latest game, this is the only way to shop, as you can expect to save 15-20% on every game you buy.

Browsing through the pages of CU Amiga is the easiest way to compare prices, and with a credit card all those goodies are just a phone call away. Or are they? Because of the lead-in times of magazine publishing, advertisers sometimes have to advertise goods which they may not have in stock when the magazine is on sale, so always ask if they have the goods before placing your order. And be sure to confirm all the details you can think of. Is it the latest version? Does it come with the necessary cables? When will it be despatched to you? Write all these details down, along with the date and time of your call, and keep the advert you used to place your order.

#### 2. Computer Shows

Competition breeds price-cutting, and the best place to find dozens of different companies trying to sell exactly the same goods a few feet away from each other is a computer show. For the Amiga owner, the obvious shows are the World of Commodore Show and

The 14-88 Computer Fair. But for real bargain-basement territory, try the All-Formats Computer Fair, which is currently touring the country. This is a treasure table affair, reminiscent of a junkie sale, where you'll need good bargaining skills.

At a computer show, the timing of a purchase can be significant. In the morning, prices start at an optimistic high, before observant pur-

chase forces dealers to undercut each other, and prices start to spiral downwards.

As the show draws to a close, dealers are faced with the prospect of having to transport their unsold goods back home, so further price cuts can occur.

If you're buying from a show, make sure you take the details of the company you are buying from - if your hard drive goes floppy

after a week, you may have difficulty tracking down Bigdome Computers if you haven't got their address or telephone number.

#### 3. The High Street

If you go to a lonely high street retailer who holds the monopoly of computer equipment within a ten-mile radius, you can't expect to find the lowest prices. Also, if a store is part of a nationwide chain, the prices may be fixed by head office, so they're pretty much non-negotiable.

For the bargain hunter, the Big Daddy of all High Streets is London's Tottenham Court Road. Here you will find the highest concentration of computer retailers in the country.

Tottenham Court Road is dangerous territory, populated by professional salesmen. Yes, you can find bargains there, but if you're inexperienced you can also be ripped off: just the other day someone tried to charge me £40 for a £10 printer cable.

#### Remember these three things:

- 1) Give yourself plenty of time;
- 2) Know what you want;
- 3) Know the most you can afford to pay.

You usually get what you pay for. If you need something demonstrated to you before purchasing, want good after-sales service or need telephone support, you'll have to pay for it by going to a more expensive dealer. On the other hand, if you know your route from your Mandelbrot, why pay for services you don't need?

## VAT-ATTACK

Another important factor when considering prices is V.A.T. Most adverts in CU Amiga include VAT and delivery in the price, but beware if you're looking at the adverts in more business-oriented publications, where you'll usually find the price at the bottom of the page telling you that these price components are extra. Get over the calculator to check on the additional 17.5%, and you find that your bargain is no longer a bargain at all.

## CREDIT WHERE DUE

Credit cards are the most convenient way of paying for expensive items, and if you're spending between £100 and £50,000, the credit card company becomes pretty handy with the merchant. When buying mail-order, always use a credit card, as this is by far the safest way to protect yourself in the event of a dispute.

However, credit card companies charge retailers a fee on every transaction, so some dealers will give you a discount for paying in cash - if they don't offer it, ask for one. But this is a double-edged sword: since a change in legislation last year, it is now legal for a dealer, upon discovering that you are intending to pay by credit card, to lower the price back up.



## THOSE WERE THE DAYS

### THREE YEARS AGO

• Gasp! What ever happened to the games based around those Nightmares on Elm Street shocker movies? According to Buzz, bright brains at bunch US Gold had eagerly snapped up the rights to Freddy and his infernal nunchuck fingers. Over in the states, Acclaim, the company that bought Microsoft last month, did launch an Elm Street video game on the Nintendo Entertainment System.

• Readers of CU were 'treated' to the first glimpse of a truly top isecnia. Who else but a French softcon could possibly have the front to bring out an adventure game based around the éminence soft porn film? This release was, um, a big flop.

• Ex-editor Eugene Lacey brought back yummy news of SinCity from the Winter Consumer Electronics Show in Las Vegas. He also spotted a pair of 3D glasses for the Amiga. Inventor Halex even offered our Eugene a go on the premier X-Speed arcade game, SpaceSpuds...

### TWO YEARS AGO

• Rumours concerning the CDTV started to filter through, except in three heady days this machine was referred to as the Amiga Baby. However, CU Amiga managed to predict a price of £1600.

• Intrepid editor Steve James interviewed an American theatre producer who was pushing the limits of live performance thanks to her Amiga. 'I think many artists are computer phobic,' said Judy Havis. In *The Tempest*, her dance adaption of TS Elliot's *The Love Song of J Alfred Prufrock*, Havis coloured nineteenth century settings using Digiview and Digipaint. Imagine what she could have done with a copy of DeluxePaint II...

• Meanwhile, one of the best space games ever devised, achieved the coveted award of 83% in Screen Scene. Tension gradually mounted to fever pitch as blood-thirsty alien 'meats' were attacked in a prototype starfighter. Reviewer Tony Dillon compared *Warhead* to *Thrust*, *Riviera* and *Elite*. Most excellent credentials, right? Ace programmer Glyn Williams is currently working on *Air Duel* for Microprose.

### ONE YEAR AGO

• Newcomer Core Design was mixing absurd animation styles in the style of Monty Python with the sort of classic cavenman capers seen in *The Flintstones*. Yabodabadoo, the popular pre-release platform romp *Chuck Rock* had arrived. Steve 'Rubber' Mannix was extremely impressed by the end results. Son of Chuck is now on the way.

• Meanwhile, Payprose tried to 'Out Japanese the Japanese' with *Leander*. The idea, put simply, was to find the middle ground between *Shadow of the Beast*, *Sinder and Sinner* and the *RedGrip*. 'We're trying to produce an Amiga game that looks like it's on a Megadrive,' revealed the graphics artist. Did you enjoy this fusion of computer and console gaming? 'We've some handy passports for fans of the arcade adventure. To see the second and third worlds in *Leander* try EXSP and LYPT while LUCY pulls real heart into the game! By the way, LTU6 and EXSP switches invulnerability on and off.

• Roaring reporter Rik Haynes asked the likes of Bullfrog (Populous II), Digital Image Design (Phobos II) and Argonaut Software (Blinks of Prey) for their respected opinions on on-line, single-based Amiga games.

## COMPETITION WINNERS

### BONANZA BROS

An amazing first prize of a Sony Video Walkman goes to John Cross of Felixstowe, Suffolk. His caption reads: 'I said "I'll hold them off with the shooter, and you get the HAUL". You idiot!' Well done, John. As soon as the team can pull themselves away from the gadget it'll be on its way to you.

### PHILIPS MONITOR COMPETITION

The astounding first prize was a brand new state-of-the-art Philips Colour Monitor and the winner was Mr D. Bates, Chadderton, Oldham. Entrants had to give their own renditions of a famous masterpiece on any art package they cared to use. We had stacks of entries and all were fantastic. The winner can be seen on the cover disk and was chosen for its original use of the Rembrandt classic 'Dancing With Flowers'. We had everything from Dahl to Disney and rest assured we'll be using them in some sort of feature in the future. Runners up were Michael Day, whose version of Mona Lisa combined the enigmatic smile of the lady with a modern day city landscaped backdrop, Jonathan Harris from Wakefield who captured the best of the Renaissance's style with Gaea's 'Tears of St. Peter' and Dave Slewford from Huddell who entered 'Lilies in a Copper Vase', a parody on Van Gogh's hugely famous 'Sunflower' painting in which the pictures are virtually identical apart from the flowers. The runners up each receive a bundle of Microprose games. Congratulations all. Look out next month for more winners.

### WHAT'S THE ODD GAME OUT OF THESE TITLES?

- 1) Total Recall
- 2) Terminator 2
- 3) Running Man

Answer (3):

All three games are based around popular Arnold Schwarzenegger action movies. The first two were published by Brown but the last came via Gamblam.

### WHICH POP GROUP USED THE AMIGA TO HELP CREATE A CHARTBUSTER?

- 1) Snap
- 2) Genesis
- 3) Night Said Fred

Answer (1):

See July 1991 issue of CU AMIGA for an article about Snap and Demoscenes.

### WHAT'S AN AUTO-BOOT...

- 1) New device from Japan which automatically closes the back of an estate car using a remote control unit?
- 2) The ability of a hard drive to automatically take over the Amiga disk operating system without the need to put a floppy disk into the internal drive?
- 3) Out reaction from the boss when you're late for work?

Answer (2):

See December 1991 issue of CU AMIGA for a test drive of hard drives.

# TOP 100 AMIGA GAMES

\*\*\*\*\*supreme \*\*\*\*\*excellent \*\*\*\*good \*\*fair \*deceitly

- 1 Formula 1 Grand Prix (Microprose) \*\*\*\*\* £34.99
- 2 WWF WrestleMania (Ocean) \*\*\*\*\* £29.99
- 3 Lords Of Pain I (Electronic Arts) \*\*\*\*\* £34.99
- 4 Real Division Manager (Code Masters) \*\*\*\* £27.99
- 5 Robocoop 3 - (Joymax) \*\*\*\* £29.99
- 6 Baseball 900 And Scorpions One (Hill) \*\*\* £27.99
- 7 Robocoop (Milestone) \*\*\*\*\* £29.99
- 8 Populous 2 (Electronic Arts) \*\*\*\*\* £29.99
- 9 Jimmy White's Whirlwind Snooker (Virgin) \*\*\*\*\* £29.99
- 10 Risk Dangerous (Kix) \*\*\*\*\* £27.99
- 11 New Zealand Story (Hill Squads) \*\*\*\* £27.99
- 12 Robocoop (Ocean) \*\*\*\* £27.99
- 13 Harlequin (Core Design) \*\*\*\*\* £24.99
- 14 Lotus Turbo Challenge 2 (Brenthall) \*\*\*\*\* £29.99
- 15 International Ninja Fists (Miles Value) \*\*\* £27.99
- 16 Lander (Pyropose) \*\*\*\*\* £29.99
- 17 Another World (US Gold) \*\*\*\*\* £29.99
- 18 World Cricket (Capellen) \*\*\* £27.99
- 19 Steeds and Shoats (Kix) \*\*\*\*\* £27.99
- 20 Landed P&C Italy (Hill Squads) \*\* £27.99
- 21 Fantasy World Dizzy (Code Masters) \*\* £29.99
- 22 Bubble Bobble (Hill Squads) \*\*\*\* £27.99
- 23 Ninky Ninky (Hill) \*\*\* £27.99
- 24 Microprose Golf (Microprose) \*\*\*\*\* £24.99
- 25 Dory Collection (Code Masters) \*\*\*\* £29.99
- 26 Football Crazy Challenge (Koskela) \*\*\* £29.99
- 27 Manchester United Soccer (Hill Squads) \*\*\*\*\* £29.99
- 28 Batman - The Movie (Hill Squads) \*\*\*\* £27.99
- 29 First Samurai (Microprose) \*\*\*\*\* £29.99
- 30 Alan Ford (Team 17) \*\*\*\*\* £24.99
- 31 Return To Lemax (Amos) \*\*\*\*\* £27.99
- 32 Altered Beast (Hill Squads) \*\*\* £27.99
- 33 Double Dragon 2 (Trenco) \*\*\* £29.99
- 34 Chase H2 (Hill Squads) \*\*\* £27.99
- 35 Ultimate Golf (BMG Soft) \*\*\*\* £29.99
- 36 Road Over Hills (Hill Squads) \*\*\*\*\* £27.99
- 37 The Godfather (US Gold) \*\*\*\*\* £24.99
- 38 Shadow Of The Beast (Rockwell) \*\*\*\* £27.99
- 39 Populous (Star Performance) \*\*\*\*\* £24.99
- 40 Operation Thunderbolt (Hill Squads) \*\*\*\*\* £27.99
- 41 Fun School 4-7-11 (Euronext) \*\*\*\* £24.99
- 42 Little Poll (Code Masters) \*\*\* £29.99
- 43 Pro Boxing (Code Masters) \*\*\* £27.99
- 44 Knightman (Milestone) \*\*\*\*\* £24.99
- 45 Battle Ice (Joust) \*\*\*\* £29.99
- 46 Ninja Collection (Ocean) \*\*\*\* £29.99
- 47 Dragon Ninja (Hill Squads) \*\*\* £27.99
- 48 PGA Tour Golf (Electronic Arts) \*\*\*\*\* £29.99
- 49 Worldball (Core Design) \*\*\*\* £29.99
- 50 Soccer Stars Compilation (Joust) \*\*\* £29.99
- 51 F15 Strike Eagle 2 (Microprose) \*\*\*\*\* £29.99

- 52 Fun School 4 (Hill) (Euronext) \*\*\*\* £24.99
- 53 Start Car Race (Kix) \*\*\*\*\* £27.99
- 54 Monkey Island (US Gold) \*\*\*\*\* £29.99
- 55 Cruise For A Couple (US Gold) \*\*\*\*\* £27.99
- 56 Terminator 2 (Ocean) \*\*\*\* £29.99
- 57 26 Via Mori Lannings (Pyropose) \*\*\*\*\* £29.99
- 58 Intergate (Hill Squads) \*\*\*\* £27.99
- 59 The Simpsons (Ocean) \*\*\*\* £29.99
- 60 Island Genesis (Joust) \*\*\* £29.99
- 61 Steel Dawn 3 (Joust) (Joust) \*\*\*\* £24.99
- 62 Top Gun (Amos) \*\*\*\* £29.99
- 63 Moonstone (Milestone) \*\*\*\* £29.99
- 64 X-Box (Hill) \*\*\*\*\* £27.99
- 65 4 Wheel Drive Compilation (Brenthall) \*\*\*\*\* £24.99
- 66 King Rabbit (Miles Value) \*\*\* £29.99
- 67 Mega Lo-Mania (Microprose) \*\*\*\*\* £29.99
- 68 Ice Hockey (Pocket Power) \*\*\* £27.99
- 69 Ninja Warriors (Trenco) \*\*\*\* £29.99
- 70 Powermanager Data Disk (Electronic Arts) \*\*\*\*\* £14.99
- 71 California Games 3 (Kix) \*\*\*\* £27.99
- 72 The Jetballers \*\*\*\* (Hill Squads) £27.99
- 73 Hill Combat (Team 17) \*\*\*\* £29.99
- 74 Seconds Out (Pocket Power) \*\*\* £29.99
- 75 Highway Patrol (Pocket Power) \*\*\* £29.99
- 76 Football Manager (Pocket Power) \*\*\* £29.99
- 77 Nights Of The Day (Microprose) \*\*\*\*\* £24.99
- 78 Lannings (Pyropose) \*\*\*\*\* £29.99
- 79 North And South (Digital Integration) \*\*\* £27.99
- 80 Home Alone (Accolade) \*\*\*\* £24.99
- 81 Phantasm (Joust) \*\*\*\* £24.99
- 82 Eye Of The Beholder (US Gold) \*\*\*\*\* £29.99
- 83 PsiNova (Virgin) \*\*\*\* £29.99
- 84 3 Hot 3 Handle (Joust) \*\*\* £29.99
- 85 Super Space Invaders (Joust) \*\*\*\* £24.99
- 86 Daily Double Horse Racing (Joust) \*\*\* £29.99
- 87 PGA Tourer (Electronic Arts) \*\*\*\*\* £24.99
- 88 Rainbow Collection (Ocean) \*\*\*\*\* £29.99
- 89 Double Dragon 3 (Storm) \*\*\*\*\* £29.99
- 90 Air Land Sea (Electronic Arts) \*\*\*\*\* £24.99
- 91 Celtic Legends (Joust) \*\*\*\* £29.99
- 92 Live In Fire (US Gold) \*\*\*\* £24.99
- 93 International Ice Hockey (Capellen) \*\*\* £27.99
- 94 Black Hornet (Hill) \*\*\* £27.99
- 95 Ford Ryle (Pocket Power) \*\*\*\* £29.99
- 96 World Class Rugby (Radiologic) \*\*\*\* £29.99
- 97 Las Vegas (Pocket Power) \*\*\* £29.99
- 98 Goldfish Collection (Brenthall) \*\*\*\* £29.99
- 99 Super 36 (Pocket Power) \*\*\* £29.99
- 100 Chicago '90 (Pocket Power) \*\*\* £29.99

Charts supplied by Gallup (071 794 8461)  
ratings given by the CMI Amiga team.

## TOP TEN PIECES OF HARDWARE

- 1 GVP HD64 - hard disk
- 2 Tektronic ST1000-printer
- 3 GVP HD64 Sound Sampler
- 4 Citizen Swift 8 printer
- 5 DCTV Amiga HD64 24-bit card
- 6 Max Top disk drive
- 7 Philips HD64 monitor
- 8 Real Sea Graphics
- 9 GVP HD64 100 Mhz hard disk
- 10 HD64 Ad Speed

## MAKE A DATE

Thinking of treating your Amiga to something really special like a fully hard drive or a visiting spreadsheet? You could save yourself some money, meet new friends and make use of 87 centres of the nearest All Formats Computer Fair...

- London**
- 9 (Scotland) City Hall, Canterbury, Glasgow
  - 14 (London) Horticultural Hall, Grosvenor Street, Westminster
  - 15 (Wales) Brunel Centre, Temple Meads, Bristol
  - 21 (East Midlands) Derwent Park, L33A, L61
  - 22 (North) University Sports Centre, Coventry Street, Leeds

- APRIL**
- 12 (North East) Hawthornthwaite Centre, Washington, A164 (NS)
  - 24 (West Midlands) National Motorcycle Museum, J6, M42

- MAY**
- 16 (London) Horticultural Hall, Grosvenor Street, Westminster
  - 17 (Wales) Brunel Centre, Temple Meads, Bristol

- JUNE**
- 7 (Scotland) City Hall, Canterbury, Glasgow
  - 14 (North West) Haydock Park, J25, M61

All Fairs are open 10am until 4pm, admission is £4.

# COVERDISK SERVICE

Don't forget to use our coverdisk hotline if you need any help.

Ring the PC Wise helpline between 10.30 and 12.30 during weekdays on (0443) 693233.

And in the unlikely event that your coverdisk won't load, send it to

CU Disk returns, PC Wise,  
Merthyr Industrial Park,  
Pentreebach, Mid Glamorgan,  
CF48 4DR.

Please enclose a stamped addressed envelope and PC Wise will replace the offending disk.

## buyers guide

ELECTRONIC ARTS 0783 444442  
ELECTRONIC ZOO 0493 867008  
ELITE 0932 59882  
EMPIRE 0208 241126  
ENIGMA SIMULATIONS 0423 551666  
EPSON 0743 763423  
HI-TECH SOFTWARE 0742 827666  
INTELLIGENT 071 571 8181  
INFORMATION 071 708 8188  
LMS (SWITZERLAND) 07641 718488

LUKASOFF 0754 814478  
LORDS (FRANCE) 010331 4762133

MICROPHONE 0688 866206  
MILLENNIUM 0201 421592  
MINDSCAPE 0444 501751  
MINDSCAPE 071 5591454  
NAGAR 021 4495555  
OCEAN 081 8324655

ON-LINE ENTERTAINMENT 081 8332644  
PALACE 071 6871062  
PENGUIN 081 7024356

PANORAM AVIS (GERMANY) 01049 1705605  
PENGUIN 081 832626

SERIAL ON-LINE 0754 303333  
SOFTWARE BUSINESS 0482 86642

STORM 071 5853333  
SYSTEMS 088 888582  
TALISMAN 0754 817051

TELE (FRANCE) 010331 4331085  
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